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R.F. Mariano
Publisher-Editor

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- STR INDUSTRY REPORT - Sears sells Compaq - CompUSA:$13.9m Loss
- CIS Expands INET LINK - ADOBE ATM 3.8 MAC - ALDUS PM WishList
- Picture PUB Ver 5.0 - Club KidSoft & Parents - NEW MAC Games
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-* Intel Starts Pentium Chip Price War!?! *-
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STReport International Online Magazine
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Hardware - Software - Corporate - R & D - Imports
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> From the Editor's Desk "Saying it like it is!"

Two weeks 'till Labor Day! This summer season has really flown right by. However at this time with the Fall coming on, the much anticipated flood of upgrades and new releases will soon be a reality.

There is one new program that has recently appeared I'd like to say a thing or two about. In the next few weeks there will be a review about EditPro by Ian Meade. But.. (there is that "but" again) in the meantime, I've had the pleasure to use this delightful editor for some time now under the name of "MEDIT". In fact, I've watched it grow and become _one fine editor_ for use within Windows. Look for EditPro.ZIP at your favorite OnLine service or BBS. This editor is a "must have". Don't miss our review about EditPro in the next few weeks.

I have a houseful of out of town guests this weekend so the old, editorial will be kinda short. Why is it people from out of town always think Floridians are on "permanent vacation"? <g>

Ralph...

STReport's Staff DEDICATED TO SERVING YOU!

Publisher -Editor

Ralph F. Mariano

Lloyd E. Pulley, Editor, Current Affairs

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STReport, with its policy of not accepting any paid advertising has, over the years, developed the reputation of "saying it like it really is". When it comes to our editorials, product evaluations, reviews and overviews, we shall always keep our readers interests first and foremost. With the user in mind, STReport further pledges to maintain the reader confidence that has been developed over the years and to continue "living up to such". All we ask is that our readers make certain the manufacturers, publishers etc., know exactly where the information about

their products appeared. In closing, we shall arduously endeavor to meet and further develop the high standards of straight forwardness our readers have come to expect in each and every issue.

The Staff & Editors

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> STR INDUSTRY REPORT LATE BREAKING INDUSTRY-WIDE NEWS
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IBM/POWER-PC/PC SECTION (I)

Computer Products Update - CPU Report

Weekly Happenings in the Computer World

Issue #34

Compiled by: Lloyd E. Pulley, Sr.

******* General Computer News *******

** Info Highway Plans Rejected **

Consumer preferences strongly contradict the logic of the financial and social models being used to justify construction of the information superhighway, finds a survey conducted by Macworld magazine.

The telecommunications industry is rapidly rolling out high-tech entertainment and shopping services. Yet the public isn’t buying, according to Macworld’s national survey of 600 adults. The study notes that consumers are more interested in using emerging networks for information access, community involvement, self-improvement and communication.

Respondents rated movies and TV on-demand just 10th among 26 possible online capabilities. Only 28% of consumers considered video-on-demand highly desirable.

** HP Palmtop Gets Cordless Link **

Extended Systems has introduced a cordless link that connects desktop computers and the HP 200LX palmtop PC.

The JetEye PC provides a "point-and-shoot" infrared link between the

200LX and any DOS- compatible desktop or portable computer. The company notes that the system eliminates the cabling hassles associated with moving files between the 200LX and other PCs.

The JetEye PC uses either the Filer or LapLink Remote Access software included in the HP Connectivity Pack. These applications allow 200LX users to move files, update information from Pocket Quicken and perform other file functions. LapLink Remote also allows users to access the 200LX from their desktop or portable computer to install new programs or update files. Files from the 200LX may also be moved or printed to network file and print servers if the desktop PC is connected to a network.

** IBM Tests Online System This Fall **

IBM is to run pilot tests this fall on an online system to enable corporations to electronically order and automatically install software on PCs and workstations at locations around the world.

Reports say IBM’s Global Network will be available next year if the testing goes well.

IBM officials said the pilot successfully tested electronic prepackaging of software products, electronic software delivery to network administrators, and end-user selection of software for workstation installations at scheduled times. Additional pilots are planned with other companies later this year.

** Compaq to Distribute Via Sears **

Compaq Computer Corp. says it has signed a distribution agreement with Sears.

Compaq states that the agreement represents the beginning of a long term distribution relationship in which Sears will sell a wide range of Compaq’s home and small-office personal computers through its Brand Central Departments in more than 700 stores. These products include the Compaq Presario desktop and minitower PCs and the Compaq Contura notebook family.

Sears will first offer the Compaq Contura Aero notebook computer, marking the first notebook PC ever sold through Sears Brand Central.

** Rugged Notebook PC Unveiled **

A special notebook PC with built-in wireless communications has been unveiled by Badger Computers, computer maker known for rugged machines that resist rain, extreme temperatures and even fungus.

Badger Computers officials said the 6.5-pound machine uses a ’486 microprocessor running at a speed of 33MHz and has a hard drive ranging from 128MB to 400MB.

"Such a machine costs between $1,400 and $2,000 from most PC makers," reporst say, "but the extra casing and technology in the Badger PC raises its price to $5,995."

Badger intends its products for the military, law enforcement,

utilities and other firms with mobile workers.

** CompUSA Loses $13.9 Million **

CompUSA Inc. this week reported a loss of $13.9 million (or 74 cents a share) for it fiscal fourth quarter as same-store sales fell and its expenses increased.

Reports say that the largest computer retailer in the United States does not expect to return to profitability until the last three months of this year.

** CompuServe Expands Internet Link **

CompuServe subscribers now can access Internet’s USENET newsgroups, which feature international discussions on thousands of topics. Users can participate through either ASCII menus or the CompuServe Information Manager graphical user interface.

"To help smooth the transition of CompuServe members into the established USENET community," says a statement from the service’s Columbus, Ohio, headquarters, "CompuServe has taken the time to educate its members on ’netiquette,’ the expectations of conduct and behavior among users of the Internet. CompuServe’s USENET service design helps avoid most common ’netiquette faux-pas’ and an Internet Forum on CompuServe is available for members to ask questions about the newsgroups and other Internet-related issues."

CompuServe officials say more Internet services, including remote log-in to Internet hosts and file transfer from archive sites, will be added later this year.

** Maxtor Offers 171MB Disk **

A 171MB hard disk drive featuring what is being called the industry’s highest non-operating shock specification has been introduced by Maxtor Corp.

Maxtor officials said the new product, called MobileMax 171, offers ample storage capacity for entry-level PCs running Windows applications.

** Compaq Gives Safety Tips for Users **

Compaq Computer Corp. says it will begin placing a label on its keyboards urging customers to read the safety booklet included with their computer.

The booklet describes how to set up a safe and comfortable working environment. It offers information on proper work habits and health and safety considerations with respect to computer use.

The Houston-based computer maker notes that in recent years numerous press articles have suggested that long periods of typing at computer keyboards, particularly in awkward positions, can contribute to medical disorders of the nerves, muscles and joints. Although no scientific studies have shown that typing at a computer keyboard causes these

injuries, Compaq believes that its suggestions on proper computer set up and work habits are useful in promoting general workplace comfort and health.

** Microsoft Courts School Market **

Microsoft plans to hold free workshops this fall for administrators, from kindergarten through high school, and others who design school technology programs.

The workshops "will show educators how other schools use technology and will help them select technology for their schools". The software publisher expects to make presentations in 40 cities, reaching 5,000 schools.

The company also is expected to continue its "Family Technology Nights," in which it makes presentations to school parent organizations. For participating, the schools to get free Microsoft software and parents get discounts if they buy Microsoft products at the seminars.

** Compaq Cuts PC Prices **

Compaq Computer Corp. has announced price cuts of up to 11% on all of its flagship Deskpro XL products.

The computer maker has also set price reductions of up to 18% on most of its mid- range Deskpro XE models, cuts of up to 22% on most of its value-line ProLinea systems and cuts of up to 17% on its current Contura and Contura Aero models.

Additionally, Compaq has announced increased availability of most ProLinea, Deskpro XE and Deskpro XL models.

** AST Introduces Ascentia Line **

AST Research Inc. this week introduced its first subnotebook computer and became the first major computer maker to sell machines that use only color monitors.

"Mono is gone," asserted Bret Berg, AST’s mobile computer brand manager. "The pricing has become so aggressive and so good that you can get into color."

Confidently predicting the future, analyst Jennifer Munson of Workgroup Technologies said, "By next year, it will be unheard of for vendors to offer a monochrome."

Called the Ascentia, AST’s newest subnotebook and notebook computer lines start at $2,300 -- just $900 more than a mobile computer with a monochrome screen that Dell introduced just last week.

** Zeos Offers New Sub-Notebook **

A $1,995 portable sub-notebook weighing only 3.9 pounds has been introduced by Zeos International Ltd.

Reports say the Meridian 400 offers a choice of 486 microprocessors, color display, RAM up to 20MB and disk drive capacities up to 350MB.

The system has a 7.8-inch diagonal backlit screen and provides for slots for simultaneous use of fax modem, network or multimedia cards.

** Hayes Cuts Labor Force **

Modem market leader Hayes Microcomputer Products reportedly has cut 40 permanent and 80 temporary employees, is attempting to sell a 25 person Canadian facility and will close a six-person San Diego, California, research and development office. Founder/CEO Dennis Hayes is reported as saying sales for the privately held company are higher than projections.

Analyst Todd Dagres, who follows the modem market for Robinson Humphrey Co. Inc., said Hayes and other modem manufacturers have been hurt in what had become a "commodity-priced" market. Dagres said consumers increasingly are shopping for modems based on price instead of brand name, adding, "Hayes set the standard a while back, but now the whole market is a blood bath. It’s gotten increasingly cut-throat."

** Intel Starts Pentium Chip Price War **

Reports say Intel Corp., maker of the Pentium chip, plans to start a computer processor price war on a variety of its chips over the next three months.

The company will cut its chip prices by up to 40%, launching a pre-emptive strike against its competitors that are due to begin shipping Pentium-class processors in early 1995.

Intel hopes to sell as many Pentiums as possible while the prices are still fairly high. The Pentium is now in its second year of production.

Analysts forecast that Intel’s gross sales from Pentium chips will total as much as $4 million this year, which is 30 times the amount of 486 sales made in that chip’s second year.

Intel’s threatened price war has already forced some of its rivals to cut their Pentium-type chip prices -- even before they go to production.

** AT&T Forms Anti-Hacker Unit **

AT&T says it has formed an investigative team to track the theft of business long-distance service.

The telecommunications giant notes that AT&T Global Business Communications Systems (GBCS) has created an investigative unit whose sole purpose is to monitor, track and catch phone system hackers in the act of committing toll fraud. The unit will initiate "electronic stakeouts" with its business communications equipment customers and law enforcement agencies, working with them to prosecute the thieves.

"We’re in a shoot-out between ‘high-tech cops’ -- like AT&T - - and ‘high-tech robbers’ who brazenly steal long distance service from our business customers," says Kevin Hanley, marketing director for business security systems for AT&T GBCS. "Our goal is not only to defend against

hackers but to get them off the street."

> Micrografx Picture Publisher 5.0 STR FOCUS!
  ""

Micrografx Picture Publisher 5.0

"The Fastest, Easiest, Most Powerful Image Editor for Windows!"

Quick Review:

Picture Publisher is the winner of over 20 worldwide awards recognizing it as best in its category. Reviews continue to remark on its innovative functionality and its ease of use. When Picture Publisher 4.0 shipped (in June 1993) it was the first professional image editor to ship with Object LayersTM - the innovation that truly revolutionized image editing by keeping all elements on separate "layers" for constant movement and editing.

It was also the first image editor to ship with other productivity enhancing innovations such as FastBits, Low Resolution, and Macros to name the highlights.

Picture Publisher 5.0 has something for all level of users. For the casual users, speed improvements (still runs well on a 4MB RAM machine) and more visual "assistance" is provided. For the professional, enhancements to mapping, color output, Scitex CT support, bezier masks, and vector import have all been requested and added to Picture Publisher.

Additionally for all users, Picture Publisher 5.0 will once again "raise" the innovative bar in image editing. The unique Command List gives all users incredible flexibility in their creative work.

Announcement and Shipment of Micrografx Picture Publisher 5.0:

Micrografx will officially announce Picture Publisher 5.0 at Seybold San Francisco in the middle of September 1994. Product will be shipping and available in distribution at the same time.

Price and Details:

Micrografx Picture Publisher 5.0 will retail for $595SRP for the diskette version. A CD-ROM only version will also be available for $395SRP. A special introductory price of only $149.95 for the CD-ROM version will be offered through December 31, 1994.

Registered users of previous version of Picture Publisher (including LE versions) can upgrade to Picture Publisher 5.0 for only $99.95 for the CD-ROM only version or $149.95 for the diskette version.

New Features:

For clarity, the new features in Picture Publisher 5.0 have been categorized in 4 areas: Ease of Use, Productivity Enhancements, Requests from users, and Leading Edge Industry Standards.

Ease of Use Improvements:

Interface:
Customizable toolbox
- create any number of multiple floating toolboxes
- tools, macros, menu items etc.

Bubble hints (for easy icon identification)

Right mouse button
- context sensitive menus

Optional grayscale tool coloring
- replace Micrografx color tools with same set, but based on grayscale color

Extensive hot key support

Extensive Adjustments Displayed Visually:

New, expanded preview for EffectsBrowser
Interactive preview on image when adjusting color maps
Large preview in color balance dialogue box (and contrast/brightness as well)

New Visual Dialogue Boxes:

Visual drag and drop clipboard browser
Visual object alignment

New Quick Training:

Interactive on-line tutorial (on CD-ROM)

Productivity Enhancements:

Command List Capability:

Infinite Undo
- unlimited undo capability through the command list

Command Layering
- ability to rearrange, edit all commands that are applied to an image

Low-RezTM Post Processing
- work on low resolution quickly, then apply functions to high resolution
- global and pixel-level adjustments
- can save "script" for later processing

Enhanced Macro Capabilities

Response to User Requests:

Re-editable Text
- change letters, add words even after entry on screen
- also additional text control (justification)

"Escapable" functions
- functions can be "escaped" out of

Improved PhotoCD Open Dialog
- including Pro PhotoCD support

Revamped Mapping Dialogs
- "curve" adjustment

New Object Layer Functions
- align, position, combine together, combine selected, lock

Improved 256 Palette color image support
Improved and faster line art
New Bezier Masking Tools
- draw, edit, save, and load AI paths

Chroma Mask
- mask based on color, complete with fade (fuzzy edge)

New Raster Support
- Scitex CT, TARGA (with Alpha support)

New Vector Import Support
- EPS(AI), DRW, CDR, CGM, WMF

WinTab Support
- industry standard support for pressure sensitive tablets and pens

Leading-Edge Industry Standards:

OLE 2.0 Implementation
- drag and drop, in place editing

Full Integration of Kodak Precision Color Management System
- color management support

System Requirements:
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386 PC (486 recommended), 4MB RAM (8MB+ recommended), hard drive, Windows 3.1 or higher, DOS 5.0 or higher, mouse, VGA or better display.

Note: CD-ROM drive required to access additional photos, Kodak Color Management and on-line tutorial.

> Frankie's Corner STR Review

Kids' Computing Corner

by Frank Sereno

Rather than reviewing an educational software title this week, I will give

some information about some products that are useful for parents.

I have reviewed the Club KidSoft magazine and CD-rom in past articles. In case you are not familiar with this product, Club KidSoft is a combination of a magazine and/or a CD-rom which includes demos and synopses of various children's programs. Some programs are available for purchase directly off the CD-rom by calling a toll-free number, providing credit card information and then following the instructions of the technical support person to transfer the software from the CD-rom to your hard drive via a process called "downloading." Subscriptions are available for only the magazine or for both the magazine and CD-rom. This is an excellent way to get more information about the many fine children's programs that are available today.

The publishers are continuing to refine this product. The first change is the separation of the software catalog from the children's magazine. Now your child can enjoy his magazine while you read about the software in the catalog. However, parents should still read the children's magazine as it contains reviews of software and other interesting articles. The current magazine, volume 2/issue 3, contains information about a special partnership promotion between schools and KidSoft that allow schools to sell software through KidSoft and get a 10% commission. If your local schoolboard would like to raise funds by selling computer software, contact Kristen Johnson at KidSoft at 800-354-6150 for more information.

Refinements and changes have been made to the CD-rom as well. In past issues, the Clubroom portion of the CD-rom contained one or two learning activities. There are no activities in this issue. A new addition to the Clubroom is an area to access the 30 different demo programs available on this issue. These demos are still accessible from the catalog section of the rom. The Mac and MPC demos were formerly available on a single CD-rom. There are now separate CD-ROMs for each machine and separate, specific subscriptions.

In the catalog section, the main strength continues to be the Power Shopper option for viewing program synopses of programs. You can choose do a search for titles using several criteria. You could choose to look at the category of new products on the subject of math for 6 year-olds. This makes simple the process of finding specific software to fit your child's needs.

The Club KidSoft CD-rom for MPC machines requires a 386CPU, Windows 3.1, a compatible sound card, VGA display and a mouse as well as a CD-rom drive (double-speed or greater is recommended).

On the downside, many of the 30 demos have been in previous issues. Many of the DOS programs do not use your sound card. Silent demos are not too impressive. On the upside, KidSoft welcomes user suggestions to improve the program and magazines. Call 408-354-6100 or write to:

Club KidSoft Parents' Corner
718 University Ave.
Los Gatos, CA 95030

KidSoft runs many specials from the software companies and offers a lowest price guarantee. I'm not sure exactly what is necessary as proof of a lower price from another retailer. For more information about ordering the magazine or software, call 800-354-6150. I find the Club KidSoft magazine/CD-rom combo to be a good value and an excellent resource.

And now for something that does not require a computer. A few weeks ago I read about a parenting course. It is called "The Essence of Parenting Correspondence Course" by Vic Goodman and Anne Johnson. Vic Goodman is a family counselor and Anne Johnson holds a Master's degree in Social Work and has taught parenting courses and done family counseling for the last fifteen years. This is not a correspondence course in the usual manner that the student would read material and then complete and return test material for evaluation by a teacher. The lessons CORRESPOND with day-to-day life.

The course is continuous and each year brings 24 lessons. Each lesson is about 4 pages in length and asks the correspondent to engage in self-examination. One of the main principles of this course is that a happy, self-aware parent is a better parent. If a parent isn't happy with himself and his life, then he will not know how to give his child happiness either. A parent must understand himself before he can understand his children. The course also deals with the nature of children and forces the parent to see how his behavior can affect his child.

The lessons are written in an informal style in plain English. The authors do not demean the parent who is less than perfect and include examples from their own lives to show how all of us can fall short in our parenting and personal skills. The lessons are intended to be reflected upon several times for full comprehension, then the parent must implement the lesson's teachings into his daily life. The two weeks between lessons gives the parent time to fully implement the new behavior or thought process into his life before he begins the next lesson.

For the most part, this is a self-help course. The authors do provide free written consultations in response to concerns, insights or questions. 30 minutes of telephone consultation is available with each course enrollment via a toll-free number. A semi-annual enrollment of 12 lessons costs $60 and an annual enrollment of 24 lessons is $100. Payment can be made by check, money order or charge card. Since I am not currently enrolled in the course, I cannot make a full judgment of its value or make a recommendation. I will say that I am seriously considering the course and that the free consultations should have significant value. If you wish more information on this correspondence parenting course, you may write to:

The Essence of Parenting
P.O. Box 25
Lake Mills, WI 53551
Or
800-873-2640

In future installments of this column I will review the EcoQuest CD-rom game from Sierra and Thinkin' Things from Edmark. As always, I thank you for reading!

> DVORAK's NavCIS 1.25 STR FOCUS! Fast & Powerful!

NavCIS Version 1.25

by R. F. Mariano

The best way I've found to start a review or commentary about a software package is to get right to it. And... above all else avoid the boring "techno-wind". Tell the readers about the program, its usefulness and reliability. NavCIS version 1.25 for Windows is, at this time and in our enthusiastic opinion, the most powerful and reliable Navigator available for use on CompuServe. The documentation, aside from a few typos, is comprehensive, accurate in its indexing and highly intuitive. Dvorak the creators of NavCIS, unlike certain of NavCIS' counterparts who appear to be disinterested and unresponsive to user input, does not clobber the indexing at almost every boot-up. In fact, it has yet to throw the first real error at me. Many things have changed since the first versions of this program. Its "grown up" now.. and the maturity proudly shows at every function one chooses.

After the initial installation, which by the way is quite painless, the setup of the highly functional custom features the program offers are readily accomplished. Simply follow the prompts. In addition, there are importers for address books, catalog files, favorite places, headers etc.. NavCIS has an excellent built-in spell checker that's fast. NavCIS allows "on the fly" switching of custom dictionaries in multi-language formats or simply your favorites. Speaking of "on the fly", NavCIS also offers multiple log on ID settings. A useful added feature to be sure. How many times I've started a capture file of messages pertaining to a single topic being "debated" and had fervently wished for a method to save the file directly from the navigator's reader. NavCIS not only allows one to save the messages while reading them but to save them in a format any editor can load and read. Now, for the bonus... you can _append_ to an original message or topic thus you are able to keep your "saves" organized. This IMHO is a major benefit. Unlike other Navs that insist upon saving in some sort of inane proprietary format. NavCIS is written with the user in mind.

An important point to make here is that after the initial release of NavCIS a while ago, there were a number of rather vociferous if not decidedly heated complaints from other areas on CIS about the "NavCIS Wacky-Line" at the bottom of messages uttered by NavCIS. That matter has been eloquently addressed. The user may turn it off completely in those areas where its use is ...umm, less than welcome. To the uninformed, the "wacky-line" is a short but highly effective instruction set telling other NavCIS programs to use certain fonts and styles along with special characters etc.. Its really quite nice and as an aside, its a treat for the eyes and a welcome break from the sometimes gruesome monotony of message after message. The most important plus this feature offers is individuality. No longer must a posted message be impersonal, lacking personal inflections, tones and attitudes. With this feature a user is capable of offering his "personality and attitude" through the use of custom font and style technology. This author feels its a feature that'll soon be recognized as an item very much needed in all OnLine software. I might add that the Dvorak folks are ready, willing, and eager to share the technology for the custom fonts feature for the asking.

The actual workings of the program are straightforward and a pleasure to setup. It takes a few moments of stepping through the menus, then comes the pleasure of watching it do its thing with precision and speed. The program is fast, sure footed and versatile. The auto-quote feature is fast as the wind and.... eloquently simple. It does the job without the usual elaborate maneuvers as found in some navigators. No need for control V and control C. As some Navs insist you do.

The file area features are, without a doubt, light years ahead of the competition (if you even care to call the other navigators such). File transfers to and from CIS are very fast and reliable. At 14.4bps, NavCIS v1.25 repeatedly showed 1750-1825cps. The main reason for this (I think) is the larger packet size it is able to use and a 38400 lock-baud setting. The only other place I've ever seen the larger packets in use is with the front-end mailers in use on private BBS systems. The larger packets allow for much faster file transfers. Those front ends go as high as 8k. So far, Dvorak is the _only_ telcomm program that allows for larger packet sizes. Many of the general telecommunications programs like PC2FW, WCommPro and QModemPW and others would be well advised to follow suite. CompuServe's B protocol literally flies with the 2048 packet size in use. Now if only there was a setting for 115200 and 57600 along with up to 8k packets with auto down shifting. In any case, this feature alone makes NAVCIS Version 1.25 highly attractive. But... that's not all! Seamless and trouble free batch file transfers on CIS are a reality with NavCIS. NavCIS truly compliments the fine benefits and features of CompuServe.

All in all, the bottom line is simple. This program works quite well! Its virtually error free. That in itself means a great deal to "Joe everyday" user. The support, both off and OnLine, is superb. This opinion only comes after the experiences this author received concerning support for one of the "other navigators". The support response from Dvorak's people was heaven sent. Updates are frequent and amply reflect customer recommendations as opposed to the "you will do it our way" attitude of a certain other brand. The worst treatment experienced by this author was completely neutralized by the responsive and sincere answers offered by Dvorak's support staff. (the support staff of another OnLine Nav. acted like certain features didn't exist when in fact they were easy to turn on and have appear in the dropdown menus. Incredibly, they even went as far as to remove an ascii file (.ini) weeks ago claiming it needed editing. An ascii file taking weeks and weeks to edit? They want to KEEP secrets? FINE! They can keep the whole enchilada! I switched rather than fight!) For a headache free Navigator supported by people who know how to properly treat their customers, you can't go wrong with NavCIS v1.25. Type GO DVORAK when you are on CompuServe enter the library area and download the Timed Evaluation of NavCIS 1.25. See for yourself! I guarantee you'll quickly register it and use it for many hours of great CIS enjoyment.

Truly..This is good stuff!
Class "A" - All the way!

****

For the Record...

Guidelines for Getting Along
with Others on CompuServe
&
DVORAK Forum Policy

June, 1994

Dear NavCIS user,

Whether you use NavCIS SE, NavCIS TE, or NavCIS Pro, its important for you to understand that NavCIS offers capabilities that other navigators, and CompuServe itself, do not.

Because of this, its important for you to be aware of what those capabilities are and how they appear to non-NavCIS users.

FONTS:

NavCIS TE and Pro support the ability to create messages that include fonts, bolding, and italics. The font information is conveyed via a special packet of info at the end of your message. Other NavCIS users, when encountering your fonted message, see it as you intended. Non-NavCIS users see your message in regular ASCII text, and, at the bottom of the message, they see a line that looks similar to this:

!Navfontx1T2k2Q5u9w3W4

This is the string that tells the NavCIS receiver how to font and format the message. Consequently, you may be asked to not use fonts in public messages on non-NavCIS forums. By avoiding fonts and only using the System font, no font info is appended to your messages. (FYI: public messages are any messages you post in a regular forum to "ALL", to "SYSOP" or as a public reply.) Also, you must enable fonts within a forum for fonts to work. There are two exceptions: the MAIL and DVORAK forums. These are both font enabled right from the start. We fully encourage you to use fonts in the DVORAK forum and in e-mail when you know you are conversing with another NavCIS user.

As more and more forums become NavCIS-friendly, the use of fonts within public messages will become more and more accepted. Until then, it is a courtesy not to use fonts in non-NavCIS compatible forums.

IS DVORAK FONT TECHNOLOGY AVAILABLE?

Dvorak Development has a standing offer to other navigation software companies to share its font technology.

SIGNATURE FILES

As you probably know, NavCIS supports customized signature lines quite well. It has support both on a forum-by-forum basis (such as DVORAK.SIG for the Dvorak forum), and on a CompuServe-wide basis (GLOBAL.SIG). Forum specific SIG files will take precedence over GLOBAL.SIG. When using SIG files, please follow the one-line rule-of-thumb when applicable.

Example: - ${N}, ${I} @ ${T} on ${D}

Will create the following SIG line at the end of a message:

- Bob Smith, 77777,1111 @ 11:25 on 06/15/94

Many SysOps of other forums have asked that NavCIS users not include the ${V} macro (NavCIS version macro) in their GLOBAL.SIG as it displays the current version of NavCIS being used. Please remove it from any

GLOBAL.SIG file you may be using. Do not remove it from DVORAK.SIG as it is very helpful for Dvorak technical support personnel.

SIGNATURE FILES: PANDORA'S BOX or PERSONALITY?

When you use signature files, you may, upon occasion be sent messages asking why you use them. This is due, in part, to the fact that signature lines add additional bytes to your message, and, so the theory goes, adds additional overhead to the receiver since he or she must stay on line a tad longer to receive the extra bytes. This may have been true when the average baud rate for CompuServe was 300 and 1200 baud, but now, with 9600 and 14,400, the bandwidth is such that signature lines add very little overhead... perhaps a second or two per day.

When using signature files, it is generally accepted that you use them to convey something about yourself such as your real-world location, or your personality: Examples:

- Bob Smith, freezing in Anchorage

- Mary Jones, Deanna Troi look-alike (SCIFI.SIG)

- Dr. Jones, Surgeon (GLOBAL.SIG)

A personal favorite is:

- Steve, Philosopher-in-Training
"Will think for food"

Though the example above violates the one-line rule of thumb, it says so much about the author, most users won't complain.

Remember, much of the information that can be provided via signature macros, such as ${I} (the CompuServe ID macro), is available at the top of your message, when it is received by the recipient. This includes your name, your CompuServe ID, the date and time the message was posted to CompuServe, and of course, the subject.

For more info on signature files and how to create and edit them, access NavCIS's on-line help, press the Contents button to return to the Table of Contents, then scroll down to the "S" section and click on Signature Files.

PRIORITY CODES

The use of priority codes within NavCIS, adds a very small line of code to the bottom of your messages... it looks like this to non-NavCIS users: "!N3". NavCIS users, of course, do not see these codes since they are translated into priority colors.

As a general rule, do not use priority codes in public messages on non-NavCIS friendly forums. The codes are as follows:

!N1: Low priority	(Black text on green in Subject field)
!N2: Medium priority	(White text on blue in Subject field)
!N3: High Priority	(White text on red in Subject field)

DVORAK FORUM POLICY

The following guidelines cover the accepted rules of behavior on the DVORAK forum. They are specific to the DVORAK forum, and do not apply to other forums.

1. The use of fonts is both OK and encouraged.

2. The use of priority codes is OK and encouraged.

3. A signature file called DVORAK.SIG that displays the current version of NavCIS you are using (the ${V} macro) is very much appreciated as it helps tech support.

4. Civility is encouraged when sending messages to others. Good manners will always pay off.

5. Advertising is not encouraged on CompuServe. Unless you are answering a direct question about a product, comments about pricing, availability, and contact info should be avoided. Within a forum, you will often see notices about the products that forum promotes and supports... this is standard throughout CompuServe.

6. The primary purpose of the DVORAK forum is to provide support for NavCIS and Dvorak products. It is also designed as a place for people to discuss the intricacies of CompuServe and its vast resources.

7. Though John C. Dvorak, the well known industry writer, does visit this forum, he does not regularly hang his hat here. Questions and comments directed to Mr. Dvorak should be posted to his regular CompuServe ID. Mr. Dvorak does use NavCIS and always appreciates a fonted message.

8. Please post questions regarding technical support to "ALL" on the DVORAK forum rather than directly to a tech support person’s ID via Mail. This allows others to learn by reading threads on the forum. Every message posted to the DVORAK forum is read by a Dvorak Development employee.

9. The DVORAK forum does not support Private messages on the forum. If a message is sent with a Private flag, NavCIS will re-route it to Mail. This is true of any forum that does not support private messages. Private message functionality is becoming more and more rare as CompuServe discourages its use on forums.

Thank you, Dvorak Development & Publishing Corp.

> Pagemaker "Wish List" STR Spotlight
  """"""""""""""""""""""""""""""""""""

PAGEMAKER WISHLIST
==========

From Stewart Murrell, CompuServe UID 100042,1476.

The following was originally sent as a series of messages on Aldusforum on CompuServe, titled "My 38 Wish-List Points". However, by the end, the number had risen to 54. I hope some of it is useful!...

Here is my list of requests for PM6.

I realise that this is not a good time to be making suggestions for a product -- more than a year since the last version was released, so I imagine all the design decisions have already been taken, but here goes anyway...

Some are just repeats of requests I know have already been made, so please just add them to you Wish List voting system. Others are requests for features currently found in other products. Somewhere in the list there might actually be an original request <g>...

Suggestions (Currently using PM5.0a Windows.)
****

* Trapping (of course). Not necessarily anything fancy...

* Drag-Scaling. Stretching the text box would scale the text inside accordingly.

* Selective Grey-Out of Graphics. The current option for greying out all graphics (for speed) is handy, but sometimes it would be useful to have just certain graphics showing, with the rest greyed out.

* Irregular graphics cut-outs. (A la QuarkXpress.)

* Character Styles. (Also see below.)

* Non-para-break Paragraph Styles. Failing the Character styles above (or possibly rather than, or even as well as), attribute that doesn’t give a break at the end. (as in Ventura)

* Proper grouping. As found in just about every other Windows DTP/drawing program. (Not that PostScript Group-It ’workaround’.)

* Vertical Justification. Ventura has been offering this for years, with options of ’feathering’ (adding to leading of each line) or ’carding’ (adding space only at paragraph breaks). I realise this is more applicable text held in frames (i.e., the height that the text should occupy can be defined by the frame)...

* Last Files Open list. In line with just about every other Windows program around, it would be useful to have a list of the last few files worked on.

* ’Place’ Default Path. Whenever I want to place a graphic, the default path seems to be pointing to the wrong place. For example, if have previously run a script, then wish to place a graphic, the default directory for the Place operation is the Scripts directory. How about keeping track (from session to session) of the last directory used when placing something?

* Rationalisation of Control Palette ’Apply’ Button. With some functions, such as sizing/positioning graphics, the new values types into the control

palette have no effect until the Apply button is pressed. With other functions, such as setting type size, moving from field to field (e.g. from Type Size field to Leading field causes the change to take effect.

* Vertical Control Palette option. The Control Palette is very impressive, it has to be said. However, usually I find myself working with a portrait page on a landscape monitor, so there is spare space at the sides of the screen. It would be useful to have the option of a vertically oriented version of the Control Palette to fit in this spare screen space.

* Revamp Shortcut Keys. As a relative newcomer to PageMaker, I find some of the key combinations aren't very intuitive. ("Sh-Ctr-H" for a non-break space, for instance, or "^3" for define styles, "Sh-Ctrl-Y" for... can't even remember.) Would it be possible to use a rationalised set of combinations, with the option of using the old versions if wanted, for users who didn't wish to change their habits.

* Assign Styles to Function. This can greatly speed up tagging paragraph styles. (Used on AmiPro, among others.)

* Stop Insert Key Pasting. I would like to add my own voice to the others who have requested that Insert key be stopped from pasting the contents of the Clipboard. It is non-standard, and is too easily pressed in mistake, with potentially catastrophic consequences.

* Delete Key 1. Unlike with other Windows applications, the delete key does not appear to have any effect in dialog boxes, e.g. when specifying the file name when printing to file.

* Delete Key 2. When I press the Delete key in Layout view, it often doesn't delete the character, but instead adds a bullet point. Some mistake, surely?

* Extend Scripting Language. Even just an IF...THEN...ELSE construct would be nice. And perhaps a variable or two?

* Integrated Macro Recorder. Failing a full extension to the language (or in addition to it), simple Record and Playback buttons to record and playback keystrokes/mouse actions.

* Table Editor. Integrated within program (like AmiPro), generally improved.

* Equation Editor. Again integrated, as with AmiPro, or ability to place equations prepared in TeX format.

* Bitmap Smoothing. Whatever happened to bitmap smoothing? I can remember seeing it on PM3 years ago (for PCL printers only, for some reason). When I bought PM5, it was gone...

* Zero Internal Bitmap Size. Minimum 8k. Would prefer option to having nothing stored in publication at all.

* Registration to PCL Printers. 'Registration' items currently do not print correctly to PCL printers, and do not act as indicated in the manual. I'm sure it would be useful to be able to print, say, simple spot colour jobs on PCL printer users, but not having Registration items makes this difficult.

* Match PCL/PostScript Fills. A PM graphic object with a diagonal line

fill prints with loosely spaced lines to a PostScript device, but prints with very tightly packed lines to a PCL printer. It would be useful if these were matched more closely.

* Mirror PostScript Fills. A minor point: PageMaker’s diagonal fills run from top-right to bottom-left. However, when printing with Mirror checked, the page elements all get flipped, but the fill pattern doesn’t - so when printed, it now runs from top-left to bottom-right.

* Print Current Page. In the Print dialog box, in addition to the selections "All" and "Ranges", the further option "Current Page" would be useful.

* CDR Filter. I think the ability to place CorelDraw files would be very popular, and a .CDR filter is currently being included with PagePlus 3, for example.

* WMF’s to change colour on-screen. According to the manual, if WMFs have a colour applied to the using the Colour Palette, they change colour on the screen accordingly. But they don’t.

* Graphics Colours Editable. As with PagePlus3, be able to edit colours in graphics ’on-the-fly, and display the results on-screen.

* RGB > CMYK Engine. I appreciate that it’s not a perfect science, but something would be better than nothing.

* Broken File Fixer. Everyone seems to dread the ’Bad Table Index’ message. It would be useful to have a utility that could step through a damaged PM5 file and recover whatever was recoverable.

* Uncompacted File Detector. To use the terminology of the User Manual, doing a "SaveAs" compacts the file after using the "Save Faster" option. It would be useful to have a utility to scan through a list of publication files to find out if any were "uncompacted" in this way.

* Publication Info Field. To give an idea of publication’s contents before opening it. Either text based as in AmiPro, or bitmap view plus search field, plus comments, like CorelDraw. (Perhaps nominate particular publication page for preview?)

* More ’Real World’ stuff in manuals. I’ve found the documentation superb, and I particularly appreciated the Commercial Printing Guide. But some more real world stuff (like the info on working across platforms) would be good. For instance, I recently wanted to place a DCS file in PM5, but there’s nothing to say what has to be done, and what the limitations and traps are... Nothing at all, in fact.

* Revised Update policy. I don’t think there are many components that were on my distribution disks that haven’t been updated, right from the main program down to the Pantone libraries. It would be nice if updates could be sent out to registered users. (I know it would cost a small amount per unit shipped, but I was struck recently that UK Computer Shopper magazine, with a cover price of UKL1.75 could post out two HD disks with demo programs (OK, possibly subsidised) to its readers.) Although the freebie CD was a nice idea to encourage users to register, I would have been happy if registration had instead meant an updated version would posted out later.

* More Thorough Beta Testing. I suppose there’s no such thing as ’enough

beta testing’ <g>, and I’d be happy to take part in the beta testing program for PM6 for Windows.

* Page Numbering Enhancement. For example, being able to start page numbering from Page 3.

* Irregular Cut-outs for Graphics. Yes, a la QXP.

* Tabs/indents Relative to Wrap. Set a style up to give hanging indents, say. Then place an object on the left side of the text with Text Wrap enabled. The text moves, but the tabs don’t; everything goes out of line. It would be useful to have the option of tabs set relative to the wrap position.

* Rationalisation of Object Positioning on Moving. When PM Objects are positioned by dragging with the mouse, they move to the ’front’, as with a Ctrl-F. When they are positioned using the Control Palette, they don’t.

* Pair Kerning Scaling with Character Width. When width scaling is applied to text, the "100% width" kern pair values are applied -- at low widths, characters actually overlap.

* Pair Kerning of Capitalised Characters. Compare the pair kerning of, say, "AW" with the pair kerning of "Aw" with Capitals attribute applied - very different. (Or, in something like GillSans, "Yo" with caps applied vs ’real’ "YO", etc.)

* Sticky/Saved Print Settings. Custom screen settings to at least ’stick’ in the Print db during the current session, but preferably to be saved within the publication.

* Sticky/Saved SaveToFilename Settings. Likewise, the name and path doesn’t ’stick’ when printing to file.

* File Management Facilities. PM seemed geared towards having all files relating to a publication stored in the same directory. It would therefore be convenient to have a Create Directory facility within PM. Also, especially given that backups have to be made manually by saving to a new filename, it would be useful to have facilities for renaming/deleting files within PM.

* Automatic Backups. Either an option to make backups automatically (presumably this would only work if Faster saves were selected - i.e. the entire file is being saved), or a control-key combination for Make Backup -- to produce a ’.PB5’ file, say.

* Colour Image Control. Not sure why this currently only applies to mono images -- CMYK colour images are just a collection of 4 mono images... The Image Control db could allow setting of Brightness, Contrast, and Dot/Line screen, but ’grey out’ Screen Frequency/Angle for colour images.

* Optimized Graphics Print Enhancement. It would be nice if PM were to automatically recognise continuous tone devices (such as a Fiery) and act accordingly when printing hi-res bitmaps to lo-res cont-tone devices.

* PCL Halftoning OFF by Default. Given the number of messages on the Aldus forum advising users to turn off PCL halftoning, I would suggest having this disabled by default as supplied. (There doesn’t seem to be a way for the user to change the default setting -- if no publication is open, the Print option is greyed out.)

* Kerning Editor. Some form of editor for the kern pairs in PFM files.

* Spaceband Pair Option. Option to ignore spaceband-letter kern pairs when present in font metrics.

(And didn't even mention Multiple Master Pages...)

I hope some of the above is useful.

Stewart.

"""

:HOW TO GET YOUR OWN GENIE ACCOUNT:

Set your communications software to Half Duplex (or Local Echo)
Call: (with modem) 800-638-8369.
Upon connection type HHH (RETURN after that).
Wait for the U#= prompt.

Type: XTX99587,CPUREPT then, hit RETURN.

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The Macintosh RoundTable

Managed by SyndiComm

An Official Forum of the International Computer Users Group

*** STReport available in MAC RT ***
ASCII TEXT
for ALL GEnie users!

MAC/APPLE SECTION (II)
==========
John Deegan, Editor (Temp)

> ATM 3.8 STR InfoFile
"""""""""""""""""""

Adobe Systems ATM Version 3.8

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Adobe Systems Announces ATM Version 3.8 for the Macintosh New Version Runs Native for the Power Macintosh; Includes 30 Typefaces

Adobe Systems Incorporated has announced version 3.8 of Adobe Type Manager (ATM) for the Macintosh, a new version of its award-winning software that will run native on the new line of Apple Power Macintosh computers. The new version will also offer full functionality for Apple QuickDraw GX and improved language support. ATM version 3.8 software is expected to ship in August of 1994 and will include 17 additional typefaces, including Tekton multiple master, bringing to 30 the total number of typefaces in the retail package.

ATM 3.8 allows users to realize the full potential of the Power Macintosh systems, said Brian Heuckroth, senior product marketing manager for Adobes Type Products. Installation of ATM 3.8 is much more convenient for casual users and international customers as well, since it customizes itself at startup for the computer type and language being used. New Feature Highlights

The driver functions of ATM version 3.8 will now run native on Power Macintosh computers providing users with enhanced performance. The program will support 68000 and 68020-040 based Macs as well, loading the correct driver at boot time for the machine being used. Upon installation, selecting Easy Install will install a single fat binary file with support for all three CPUs. Selecting Custom Install will load a single ATM file for a specific Macintosh CPU.

Version 3.8 will also include support for Japanese fonts and will localize itself at boot time into one of eleven languages: English, French, German, Italian, Swedish, Dutch, Spanish, Danish, Finnish, Norwegian and Japanese.

ATM version 3.8 for the Macintosh will continue to include the base 13 typefaces found resident on most PostScript printers, as well as include an additional 17 typefaces, providing a significant enhancement to the retail package. The package will contain the following faces in regular, italic, medium and medium italic: Berthold Baskerville; Boton; and Poppl-Laudatio. Also included are Courier and Helvetica*, which come in regular, oblique, bold and bold oblique; Times* Roman, italic, bold and bold italic; ITC Anna; Boulevard; Giddyup; Giddyup Thangs; Tekton multiple master and Symbol typefaces.

ATM software uses PostScript-language font software to produce high-quality characters of any size on a computer screen and any Macintosh- or Windows-supported printer. Once installed, ATM works automatically with word-processing, page-layout, spreadsheet and graphics applications. When printing, ATM scales Type 1fonts on the fly, providing crisp, clear type for display and printing and significantly reducing print processing time.

System Requirements

System requirements for running ATM version 3.8 software for the Macintosh include: Macintosh Plus, SE, II, Classic, Portable, PowerBook, Quadra, Centris, Performa or Power Macintosh family computer; minimum 2 MB of RAM for Apple System Software version 6.08 or greater (Font/DA Mover 3.8 or greater for installation); and minimum 4

MB of RAM for Apple System Software version 7.0 or 7.1.

ATM version 3.8 is compatible with all major Macintosh applications and PostScript-language printers, QuickDraw, dot matrix and inkjet printers, or HP LaserJet printers with built-in PostScript software or a PostScript Level 2 cartridge.

Pricing And Availability

The suggested retail price of Adobe Type Manager version 3.8 software for the Macintosh is $60. The new version is expected to be available from Adobe Authorized Resellers in August of 1994.

Upgrade Pricing

Customers who purchased and registered their retail version of ATM 3.6 for the Macintosh on or after March 16, 1994, are eligible for a free upgrade to the full version 3.8 (plus $7.50 shipping). Customers who purchased and registered any Adobe product that includes ATM software on or after March 16, 1994, are eligible for a free upgrade of the rasterizer only (plus $7.50 shipping) upon request. Customers with versions earlier than 3.6 or bundled versions of ATM can upgrade to the full version including the 30 fonts for $29.95. Upgrade offers are good through October 31, 1994. To order or upgrade, customers can call 1-800-521-1976.

> NEW MAC/PPC Goodies STR InfoFile
  """"""""""""""""""""""""""""""""""

CHANGELING SOFTWARE ANNOUNCES POWER PC
NATIVE STRATEGY GAME ON CD-ROM

Changeling Software has announced "Avatar: Principles of Conflict," a computer board game with a revolutionary twist. Based loosely on chess, Avatar brings the challenge and excitement of this age-old game into the 21st Century by changing the rules.

Avatar is, in fact, a collection of five chess variations. This not only revitalizes chess for current players but also levels the playing field by being quite different from traditional chess and therefore removing the vast advantage of having studied historical chess games. Furthermore, while many chess aficionados develop variations, few of these are ever played due to unusual board requirements or lack of experienced competition. Avatar addresses these issues by providing both the board and the opponent on your Macintosh.

A CD-ROM of graphics, sound, and QuickTime makes Avatar a wondrously appealing game for even the non-chess player. In fact, Avatar was created with two people in mind: the chess enthusiast who wants to explore how variations such as "Capablanca" or "Changeling" affect the game; and the chess innocent who wants to play chess with several friends in "Quad," or to build massive "superpieces" in "Nuclear." Both types of players have

compelling reasons to want something more out of chess, and Avatar gives them what they need: elegance, challenge, and fun.

Avatar will be available as a 680x0 and Power PC fat-binary. Peter Sispoidis, President of Changeling Software, commented, "The native mode makes computationally intensive games like Avatar much more enjoyable than the slower 680x0 systems since the player doesn't have to wait while the computer opponent formulates a move. We've seen an order of magnitude speed increase, allowing for a much more challenging computer opponent." Avatar is Changeling Software's first externally developed title. Andrew Sispoidis, CEO of Changeling, stated, "After our own success with Pax Imperia, we wanted to help talented people get their ideas out. We're very excited to work with Big Science on Avatar; they've taken chess and improved it dramatically while maintaining the classic flavor of the game. We were very impressed by both their variations and their implementation."

The Company Changeling Software, Inc. was founded to bring to forum people, visions, and technologies dedicated to forging imagination, beauty, and passion into adventures of the soul that entertain, teach, and inspire.

Pricing and Availability

Avatar will ship in September with a suggested retail price of US $59.95.

Sequel to Award-Winning Strategy Game "Pax Imperia" Debuts at MACWORLD

Changeling Software has also announced the sequel to its 1993 award-winning space strategy game, "Pax Imperia." Changeling made the announcement at Boston's MacWorld Expo to thousands of Mac-gaming enthusiasts.

Best Strategy Game of 1993

Pax Imperia, MacWorld's Game Hall of Fame Best Strategy Game of 1993, is a game in which players expand their empires and build star-spanning civilizations, each beginning from a single world. Through a strategic simulation, Pax Imperia allows the player to work alone or with others to control economic, military, exploratory, technological, and diplomatic facets of an empire. Pax uses rich color graphics and original music to draw the player into a detailed world where every decision affects whole worlds and the fate of entire civilizations.

Sequel includes Network Play, Advanced Combat, Map Generation "Pax Imperia 2.0" retains all of Pax Imperia's features, scope, and strategic elegance while adding realtime, 16-player network play over LocalTalk or modem connection; a more interactive ship-to-ship combat system which emphasizes the significance of each ship's design while providing greater tactical flexibility; and a dramatically streamlined user interface.

Furthermore, Pax 2.0 incorporates an advanced map-generation technology developed by Changeling which enables players to view and colonize thousands of different planetary surfaces. Finally, new advisor functions provide players with easier and more-complete access to the information necessary to manage their empires; while new color graphics improve the game's already stunning visual appeal.

The Company

Changeling Software, Inc. was founded to bring to forum people, visions, and technologies dedicated to forging imagination, beauty, and passion into adventures of the soul that entertain, teach, and inspire.

Pricing and Availability

Pax Imperia will ship in September with a suggested retail price of US $69.95.

Contact: Andrew Sispoidis or Jeanine DeSocio
Changeling Software, Inc.
(203) 292-5087

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IMPORTANT NOTICE!

STReport International Online Magazine is available every week for your reading pleasure on DELPHI. STReport's readers are invited to join DELPHI and become a part of an extremely friendly community of enthusiastic computer users there.

SIGNING UP WITH DELPHI

Using a personal computer and modem, members worldwide access DELPHI services via a local phone call

JOIN --DELPHI

Via modem, dial up DELPHI at 1-800-695-4002
then...
When connected, press RETURN once or twice
and...
At Password: type STREPORT and press RETURN.

DELPHI's 20/20 Advantage Plan
20 Hours for Only $20!

Advantage Members have always enjoyed the lowest DELPHI access rates available. On the new 20/20 Advantage Plan, members receive their first 20 hours of access each month for only $20. If you happen to meet someone online or find some other diversion, don't worry because additional usage is only $1.80 per hour.

20/20 Advantage rates apply for access via SprintNet or Tymnet from within the continental United States during home time or via direct dial around the clock. Home Time is from 6pm to 6am weekdays. Access during business time carries a surcharge of $9 per hour. These rates apply for most services, but note that there are some surcharged areas on DELPHI which are clearly marked with a "$" sign.

Who is eligible to take advantage of the plan? Any DELPHI member in good standing. Applications are reviewed and subject to approval by Delphi Internet Services Corporation.

It's easy to join. If you meet the eligibility requirements, you can apply online -- at any time -- for membership in the DELPHI 20/20 Advantage Plan. Your membership becomes active at 4 a.m. Eastern Time on the first billing day of the following month.

The $20 charge will be billed to you at the beginning of the month to which it applies. Any portion of the 20 hours not used in any month does not carry forward into the next month.

Advantage rates may be changed with 30 days notice given online.

TRY DELPHI FOR $1 AN HOUR!

For a limited time, you can become a trial member of DELPHI, and receive 5 hours of evening and weekend access during this month for only $5. If you're not satisfied, simply cancel your account before the end of the calendar month with no further obligation. If you keep your account active, you will automatically be enrolled in DELPHI's 10/4 Basic Plan, where you can use up to 4 weekend and evening hours a month for a minimum $10 monthly charge, with additional hours available at $3.96. But hurry, this special trial offer will expire soon! To take advantage of this limited offer, use your modem to dial 1-800-365-4636. Press <RET> once or twice. When you get the Password: prompt, type IP26 and press <RET> again. Then, just answer the questions and within a day or two, you'll officially be a member of DELPHI!

DELPHI-It's the BEST Value and getting BETTER all the time!

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ATARI/JAG SECTION (III)

Dana Jacobson, Editor

> From the Atari Editor's Desk "Saying it like it is!"

It's only mid-week as I write this week's column, but so far it's been a week from hell! A few scattered thunderstorms wiped out my home phone line as well as one of the lines to my bulletin board. It's amazing how "deprived" I felt with little access to the online services that I usually call on a daily basis to keep abreast of the news available to us. This is not an usual occurrence in my neighborhood, as rain seems to have a habit of washing out many phones in the area. You'd think that after 8 months or so, Ma Bell would have the matter resolved! To make matters worse, I had hopes while on the remaining week of vacation to place some orders for software upgrades that I've held off until now in anticipation of having them arrive with free time to play around before I returned to work. No such luck.

The biggest news to hit the streets is that NeoDesk 4 is now

shipping! There's a demo of this new upgrade on the major onlines as well as some bulletin boards. I took a quick peek at it and it looks really nice. I'm looking forward to really getting into it and seeing what there is to offer. We've included a press release from Gribnif Software as well as the documentation included with the program to give you an idea of some of the things to expect. Great stuff!

The CT AtariFest is next weekend, finally! We've included an update of the vendor list for you to read. I'm really looking forward to this show (did I mention that in the past?) as my gut feeling is that there may not be too many more of these kinds of shows in the future for North American Atari users. WAACE and Glendale are both history. The smaller shows will survive for the present, but as time goes on it may not be economical for even these. Perhaps some of these shows will evolve into something that resembles what was represented by a WAACE or Glendale show of the past, only on a much smaller scale. Anyway, STReport will be represented by Joe Mirando of "People Are Talking" fame, and myself. We're both looking forward to it. Please drop by our seminar - it promises to be informative and entertaining (our lips are sealed, for now!). Try to make this show if you can. The vendor list looks very promising and the STuff that's going to be available will be more than enough to whet your appetites!

Lexicor Software has made made some distribution changes, which includes changes in their ordering and support services. We've included the info later on in this issue.

Well, I've got to run and get my NeoDesk 4 upgrade order in the mail!! Let's get on with it!

Until next time...

Delphi's Atari Advantage!
TOP TEN DOWNLOADS (8/17/94)

(1) AEO: SCES 94 EDITION	(6) GEMINI 1.999 DESKTOP
(2) SPEED OF LIGHT VIEWER V3.5	(7) GUCK 1.8
(3) TOAD'S SYSINFO 2.0	*(8) DESKTRACKER 1.22
*(4) MAZE COMBAT V.1.095	(9) MARCEL 2.4
(5) GEMINI 1.999 - ENGLISH RSC	*(10) STIS 2 3D PICTURE CREATOR

* = New on list

HONORARY TOP 10

The following on-line magazines are always top downloads, frequently out-performing every other file in the databases.

STREPORT (Current issue: STREPORT 10.33)
ATARI EXPLORER ONLINE (Most Recent Issue: AEO: SCES 94 EDITION)
Look for the above files in the RECENT ARRIVALS database.

> CT AtariFest! STR Show News! - CT Show Vendor Update!

```
*********************************************************************
**          O U R   F O U R T H   A N N U A L   S H O W ! ! !      **
**                      /-----------\/------------/                **
**                     /                         /                 **
**                    /    CT ATARIFEST '94     /                  **
**                  ,/                         /                   **
**                ,/  __________/|\___________/                    **
**               /__,/    ** BRIDGEPORT **                          **
**                                                                 **
**   CONNECTICUT ATARIFEST '94       10 am - 5 pm Saturday 8/27/94 **
**   August 27-28, 1994 at the       10 am - 4 pm Sunday 8/28/94   **
**   BRIDGEPORT HOLIDAY INN                                        **
**   Bridgeport, CT                   Sponsored by                 **
**                                   ACT Atari Group               **
**                     (AUGOGH,CCCC,DBUG,FACE,MACH1,STARR & WMAUG) **
*********************************************************************
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FOR IMMEDIATE RELEASE For More Information, Contact Brian Gockley at (203)332-1721

Six Names Added to CAF '94 Exhibitor Line-up

BRIDGEPORT, Conn. (Aug. 12, 1994) - With just two weeks until the doors open, six new names have been added to the list of vendors planning to exhibit here at Connecticut AtariFest at the Bridgeport Holiday Inn. The additions bring the number of expected commercial exhibitors for the August 27 and 28 show to 22 companies.

CAF '94 Chairman Brian Gockley reminds would-be visitors that the current line-up of developers and dealers continues to grow. Additional prospects are being contacted and could be signed right up until showtime. The latest entries are:

* Fine Tuned Software - New to the Atari scene, Fine Tuned is now the exclusive distributor of ICD's 8-Bit line of software and hardware. In addition, it has also bought out ST developer Newell Industries and has a strong, well-rounded product line.

* F.Y.E. - For Your Entertainment is a Fairfield County, Conn., dealer that specializes in (you guessed it) FUN! High on its list of recreational gadgets is Atari's new Jaguar. Come see the latest games and peripherals from dedicated gamesters!

* ICD Inc. - Ever since the 8-bit days, ICD has been the hardware company that sets the standards: AdSpeed 16MHz accelerator, ADSCSI Hard Drive Adaptor, FAST Hard Drives, the LINK Hard drive adapter, SCSI Pro Hard Disk Utilities, all featuring high quality manufacture and support. New at Bridgeport: ICD's Catbox, the standard for Jaguar interconnectivity and expandability. Come see ICD's CD-ROM support, hard drives and professional tools.

* It's All Relative - The folks who broke the CD-ROM barrier make their first appearance at CAF '94. Come see the fastest Kodak CD viewer in the industry. Use your Falcon/TT and now STe to read or play this hot new storage media!

* MajicSoft Inc. - Creator of M.A.G.E. Majic Arcade Graphics Engine a programmers tool that adds 200 game-type commands to GFA Basic, will show off the networking capability of the ST/TT/Falcon by inviting showgoers to play Nertz, a high speed game of double solitaire. Nertz has the capacity to link up to nine players via MIDI ports and modems. President John Stewart says his South Carolina firm will also offer special deals

on a Top 10 arcade game package, Buttonz Basic, a shell to drive to MAGE, and others.

* Micro Computer Depot - One of the largest Atari dealers in the Southeast, Earl Williams' 13-year-old company is expected to bring 400 to 500 games to the show for special sales. A spokesman said recent and classic 16-bit games will be selling for as little as three for $24. In addition, the Sumter, S.C., firm will sell such Jaguar titles as Wolfenstein and Brutal Sports Football. Look for this special: Migraph flat-bed scanners for $400. Other companies (previously announced) that plan to exhibit Atari-compatible products at CAF '94 include:

* A & D Software - Maker of Universal Item Selector, Universal and Tax Wizard II and distributor of numerous titles for home productivity, writing and music will unveil the new Wintertree Thesaurus desk accessory.

* Best Electronics - Atari electronics giant stocks thousands of parts! Everything from RAM, mice and upgrade boards to 8-bit games and replacement parts. Order now and Best might bring that hard-to-get part with them.

* chro_MAGIC Software - Music specialties include Pianistics and Guitaristics educational and compositional tools. Look for Falcon memory expansion board (RAM Gizmo) and Multisynch Gizmo, which enables a Falcon to drive a multisynch monitor in both VGA and RGB modes.

* Computer Zone - Western Massachusetts' most popular Atari dealership. Authorized Falcon sales and service will feature software bargains.

* Corporate Computer Consulting - Head of NEW Atari Massachusetts dealership sold 40 Syquest drives at CAF '92, is bringing latest hardware.

* Derric Electronics - Hamden, Conn., dealership bringing huge selection of Atari software. Saturday only.

* East Hartford Computer Repair - RAM upgrades, accelerators, wide variety of software and expert advice and service regarding repairs and upgrades to Atari, IBM and other systems.

* Fouch Software - New software titles, including Mailing Manager 2, a "a workhorse business tool"!

* Gribnif Software - Creator of STeno, STalker or Cardfile and Geneva multitasker. Expected to unveil Neodesk 4, enabling background formatting, a trash can in every window, 3D color icons and more.

* Lexicor Software - Graphics innovator that has brought us Chronos, Prism Paint, host of support programs and the Nova graphics card. Lexicor's CAF '94 headliner will be Medusa, a new 68040-based computer.

* Oregon Research Associates - Publisher of Diamond Back backup program, Diamond Edge hard drive utility and programs for music, painting and video editing. To debut several products in Connecticut, including True Image, a photoshop type image editing system and Papyrus, a top-end word processor.

* Software Spectrum - Leading northern New Jersey dealership and

mail order firm to offer many hard/software deals from their computerized database of Atari-compatible products.

* Steinberg/Jones - Leader in the music industry joins Connecticut AtariFest for the first time. Publisher of Cubase, a best-seller among music pros, S/J will exhibit the new Falcon Audio, direct-to-disk software that can handle 16 tracks of CD quality sound - out of the box!

* Suzy-B's Software - With a mammoth collection of PD software and shareware for Atari computers, numbering in the tens of thousands of programs, Suzy-B's will customize disks for order or deliver the entire library on CD-ROM.

* Toad Computers - Stocked to the hilt with Atari and third-party products: computers, monitors, hard drives, accelerators, video cards and replacements parts. Always good for top values.

* Wizztronics -- Hardware innovator takes lead in Atari accelerator trade. Bridgeport exhibit will include Barracuda 040, a replacement CPU for the Falcon 030 computer, which provides more speed, a wider bus, room for more RAM and a video connector. Also: new Falcon cases, keyboard adaptors that accept IBM-style keyboards and soon-to-be released Video Funnel.

As reported earlier, additional exhibitors are completing arrangements to attend and will be announced along with Atari user groups that plan to sell and/or exhibit at the Bridgeport show. The sponsoring ACT Atari Group will inform the public as soon as it gets solid confirmation. Keep watching here for future announcements about a planned head-to-head Jaguar competition, seminars, door prizes and a raffle featuring a valuable prize.

For more information, contact Angela or Brian Gockley, ACT Atari Group, 18 Elmwood Avenue, Bridgeport, CT 06605, (203) 332-1721, or Doug Finch at (203) 637-1034. E-mail the Gockleys at 75300,2514 on Compuserve, or 75300.2514@compuserve.com via Internet; Finch via 76337,1067 on Compuserve, D.FINCH7 on GEnie or 76337.1067@compuserve.com or D.FINCH7@genie.geis.com via Internet. (Consult your on-line service for proper E-mail protocols.)

> Gribnif Software Update! STR InfoFile! - NeoDesk 4 Shipping Now!!

For Immediate Release 8/17/94

Gribnif Software is proud to announce the completion of the most recent upgrade to the original desktop replacement for Atari computers, NeoDesk 4. The wait is finally over.

NeoDesk has hundreds of features, so here are just some of the more popular ones in the new version:

- o A completely new "look and feel", including 3D windows, enhanced dialog handling, and the ability to have multiple dialogs open at once. All this works on any Atari computer with any ROM version.

- o Multicolored icons - each icon can have up to 16 colors, and can even appear completely different when selected.

- o Icon Editor - This multiple window Icon Editor lets you edit and modify custom icons for any file or folder. The editor can read many popular icon formats, including ones from other platforms!

- o Any Degas, Neochrome, Tiny, IMG, or BMP picture can be viewed (by double-clicking on it) or can be used as the desktop background. Desktop pictures can even be "tiled".

- o Each directory window has its own menu bar, making it much easier to find frequently used options.

- o Each window has its own "parent directory", Show Info, and trashcan icons.

- o Items can be selected from the keyboard, including a search mode.

- o File Groups - Now you can arrange commonly used programs and data files together in the same window, even when they are physically contained in drastically different locations! Their names can even be changed, using up to 20 characters.

- o Font Control - NeoDesk 4 gives you the power to redefine what fonts and point sizes are used within its windows, and even for the text underneath icons.

- o Disk copy, file operations, and floppy disk formatting can all occur "in the background", allowing you to use your computer for other tasks at the same time.

- o Search Files - Easily search your system for one or more files, based on their name, size, date, or attributes. A file group can even be created containing the results. This is just one example of the powerful Filtering options which are also available for file operations.

- o Compatible with all Atari computers, in all resolutions, including third-party graphics cards.

NeoDesk 4 is available for just $69.95 plus $4.15 S&H. Owners of NeoDesk 3 can upgrade to the new version for $25 + $3 S&H by sending us both original NeoDesk 3 master disks. Backorders are being filled right now, and may take 2-3 weeks to complete.

(Shipping amounts listed apply to orders shipped within the USA only. Please contact us for other areas.)

Gribnif Software
P.O. Box 779
Northampton, MA 01061-0779 USA

Voice: (413) 247-5620
Fax: (413) 247-5622

Here is the text of the documentation included with the NeoDesk 4 demo file currently available. This text includes more info on features,

etc.

NeoDesk 4 Demo Version 8/16/94

This is the freeware demonstration version of NeoDesk 4. Follow these instructions to try out the program. This version is freeware and may be distributed free of charge, provided that this and all other files are included, and are not modified in any way. This program may not be distributed on magazine "cover disks" without the permission of Gribnif Software. NeoDesk is a registered trademark of Gribnif Software. Program copyright 1994, Gribnif Software. All rights reserved.

Overview

NeoDesk 4 is a complete replacement for the built-in desktop that comes with the Atari. It is the easiest and most affordable way to realize your Atari’s true potential.

NeoDesk 4 adds many new features and enhancements over the original desktop, while keeping full compatibility with your current and future software.

Not only will your computer be more powerful, it will also be much easier to use. It doesn’t get any simpler. NeoDesk 4 is the ultimate upgrade for your Atari computer.

Installation

While NeoDesk 4 can easily be installed so that it comes up whenever you turn on the computer, this demonstration version is not designed to work that way.

To try out this demo version, double-click on the NEOLOAD.PRG file. Be sure to leave the rest of the files intact, since NeoDesk needs them. NeoDesk 4 will load and install itself in memory.

Note that if you have already run another version of NEOLOAD.PRG (because you own NeoDesk 3), you must first disable this other version and reboot your computer. You can also hold down the Alternate key during the boot process to prevent the old NEOLOAD.PRG from running.

Important Note: You cannot quit this demo version. Doing so will cause a system reset. Be sure to only run this demo after you are sure that you can safely reset the computer.

Things to Check Out:

NeoDesk has hundreds of features and enhancements available, but these are some of the more popular features you should to try out:

o Each directory window has its own menu bar, making it much easier to find frequently used options.

- Each window has its own "parent directory", Show Info, and trashcan icons. Just select a few icons and drag them. Notice the icons in the lower left of the window.

- Split-Windows - Easily split a window so that it will display two different parts of the same directory. Very useful when copying or manipulating files. To do this, drag the "Split Window Bar" under the window information line to any window position.

- "Select All" Ability - A new window button (left of the bottom horizontal bar) lets you select all the files in a single directory, even if they don’t fit in the window. You can even keep files selected while you scroll the window to a new location by holding down the [Shift] key.

- Items can be selected from the keyboard, including a search mode.

- Multicolored icons - each icon can have up to 16 colors, and can even appear completely different when selected.

- Custom Icons - Assign different icons to any file or folder. This makes it much easier to locate and manage them. Many icons are included, with more available.

- Icon Editor - This multiple window Icon Editor lets you edit & modify custom icons for any file or folder. Includes a complete set of drawing tools. Select "Edit Icons..." to call it. Double-click on the "NeoDesk Icons" icon on the desktop and then double-click on any icon in that window to edit it. The editor can read many popular icon formats, including ones from other platforms!

- Any Degas, Neochrome, Tiny, IMG, or BMP picture can be viewed (by double-clicking on it) or can be used as the desktop background. Check out the "Desktop..." dialog in the "Settings" menu.

- File Groups - Now you can arrange commonly used programs and data files together in the same window, even when they are physically contained in drastically different locations! Use the "New Group..." option and then drag icons from other windows to the group window. You can even change their names with "Edit Item..."

- File Clipboard - Store files and folders temporarily in memory while changing floppy disks, paths, or reorganizing your hard disk. You can think of it sort of an automatically expanding and shrinking ramdisk. The File Clipboard grows and shrinks according to the files you place within it.

- Desktop Notes - Write important notes, numbers, and more right on the desktop itself. Simply double-click on the desktop and a cursor will appear. [Esc] clears the line.

- Desktop Icons - Place commonly used programs, files, and folders directly on the desktop. You can then select the icon and use "Install Desktop Icon..." to rename the icon and assign a unique key to it. Selecting that key will select and open the icon.

- Smart File Copying - No more useless disk swaps. In a very efficient and fast manner, as many files and folders that will fit into all the available memory are read in at once.

- o Smart Disk Copying - NeoDesk can automatically detect the type of format of the original disk and format the destination disk to match it. You can even copy identical hard disk partitions.

- o Disk copy, file operations, and floppy disk formatting can all occur "in the background", allowing you to use your computer for other tasks at the same time. Set the operation speed in the "File..." Settings dialog. A slower speed gives other programs more time to run.

- o Macros - Automate any series of desktop operations like opening windows, copying/deleting files, executing programs, etc. Then assign them to any key on the keyboard. Select the menu entry once to start recording and a second time to end recording. Does not record inside of running programs or in dialog boxes.

- o Active Icons - Drag any group of files to any program icon and that program will be automatically executed with all the selected files as parameters.

- o Search Files - Easily search your system for one or more files, based on their name, size, date, or attributes. A file group can even be created containing the results. This is just one example of the powerful Filtering options which are also available for file operations.

- o Reorder Mode - You can easily reorder any directory on your system. Select it once to enter the reorder mode, a second time to exit it.

Disabled Features

The following major features are disabled in this demo version:

- o You cannot complete a file copy or move operation. The operation will seem to take place (so you can get an idea of the time and speed it takes) but it will never be completed.

- o You cannot "Save Configuration..." or "Load Configuration".

- o You cannot format a disk (though you can look at the format box).

- o You cannot "Print Directory..."

- o You cannot save edited icons, .NIC files, or desktop patterns. The clipboard functions in the icon editor are also not available.

- o You cannot actually reorder a directory, though you can see how it works.

- o There is no online help.

Comments

NeoDesk 4 has many other features which are only hinted at in this demo version. Features like a new enhanced Control Panel with its own screen saver and corner clock, Printer Queue, hypertext online help, and much more.

NeoDesk 4 comes with a 150 page illustrated manual, a recoverable trashcan for NeoDesk, and a neat box to hold it all.

NeoDesk Icon Disk

We are also offering a new icon disk to go with NeoDesk 4. It includes over 500 icons in monochrome and color, many with separate selected images. The icons are organized by subject for easy browsing.

Also, as an added bonus, we've included some pictures to be used as desktop backgrounds. Don't be confused, this is not the same icon disk we used to sell with Neodesk 3!

Ordering Information

You can order your own personal copy of NeoDesk 4 for $69.95 plus shipping and handling by calling our toll free order line: 1-800-284-4742 (orders only, please).

If you have any questions or comments about our products, you can reach us at: Voice: (413) 247-5620 Fax: (413) 247-5622

Customers in the UK can contact our distributor there, Compo Software, at: 04873 582.

If you own NeoDesk 3, you can also upgrade to NeoDesk 4 for just $25! Here's what you need to do. Just send us BOTH original NeoDesk 3 disks, along with the order form below:

		------ Shipping & Handling ------			
------- Product ------	Price	USA	Western Hem.	Europe	Other	Total
NeoDesk 4	69.95	4.15	6.00	14.10	19.45	_____
NeoDesk 4 & Geneva	129.95	4.75	7.60	19.10	26.60	_____
NeoDesk 3 -> 4 Upgrade	25.00	3.00	3.15	6.30	8.45	_____
NeoDesk 4 Icon Disk	10.00	.60	.60	1.40	1.70	_____

Massachusetts residents: add 5% of product cost, before shipping: _____

"Western Hemisphere" includes Canada, Mexico, South, and Central Americas.
If upgrading, don't forget to send back your NeoDesk 3 disks!

Name: _____ Daytime Phone Number:

Address: _____ ( ) _____

_____

_____

Country: _____

[ ] Check payable to Gribnif Software (USA customers only)

[ ] US Funds Money Order with a USA bank address printed on it

[ ] MasterCard [ ] Visa Card # _____ _____ _____ _____ Exp: _____

Print name appearing on card: _____

Authorizing signature: _____

All prices subject to change without notice. Please double-check your math for errors. Allow 4-6 weeks for delivery.

Mail orders to:

Gribnif Software
P.O. Box 779
Northampton, MA 01061-0779 USA

> Lexicor Update! STR NewsFile! - Lexicor Rearranges Distribution

Official Announcement

We apologise for the delay of some of the orders. Lexicor Software has been going through some major structural changes and we apologise to those people who have not received their products as quickly as they were supposed to in the past few weeks.

Effective Immediately the Sales and US Distribution of all Atari Products will be going through Lexicor's East Coast Office which is:

Lexicor Software Corporation
36 Queensberry Street, Suite 6
Boston, MA 02215
Tel: (617) 437 0414 Fax: (617) 437 9413

This office will also be responsible for all the Atari Dealers and International Distribution of their Atari Software.

Lexicor's California Office will be responsible for the Sales and US Distribution of all SGI and UNIX related products which is:

Lexicor and Radiance International Software Corporation
1726 Francisco Street
Berkeley, CA 94703

Tel: (510) 848 7621 Fax: (510) 848 7613

If you have made an order, and it hasn't arrived yet, please contact us via email/mail or voice.

Email : info@lexicor.com (internet)
CIS : 75300,763 and 73073,142
GENIE:GRAPHICS RT (m1415;1,cat 22)
LEXICOR DELPHI: LEXICORWORLD

Sincerely,
Lexicor Software Corporation

> Phoenix 2.0! STR InfoFile - Lexicor Upgrades Phoenix!

<~~~~~~~~~~~~~~~~~~ PHOENIX 2.0 ~~~~~~~~~~~~~~~~~~~~>

The Phoenix 2.0 release includes all the features of the original Phoenix plus a multitude of new features including:

1. Rendering windowed interface.

2. Windowed image preview - View the image as it is rendering in the current graphics resolution, even true color modes.

3. Full Multi-TOS compatibility, including background rendering.

4. 3D interface look with Multi-TOS.

5. Resumeable rendering - Interrupt a rendering and return to it later.

6. Colored light sources.

   Chronos-3D/ANMLink and Phoenix 2.0 light types:

   A. Global Illumination
   B. Point Light
   C. Solar
   D. Spotlight

      Within Phoenix 2.0. All light sources (except the ambient illumination) may now have their individual colors set.

   F. Unlimited number of light sources in a scene.

7. Individual shadow control for each object - turn shadows on and off for individual objects.

   A. Caustic and translucent shadows.

8. Improved memory performance - uses less memory for large objects.

9. Full compatibility with all major graphics cards including Nova, Crazy Dots and Matrix.

10. Improved color fitting for spectrum and GIF images.

    A. Animations may have a custom color palette loaded from a GIF or a PNT file format.

       For example render an animation first frame in a 'BEST' color palette format. Save the frame as a GIF or load it into Prism Paint and save the palette.
       Later use/load the GIF or PrismPaint palette and re-render the full animation.

11. Complete control over image background color.

12. Fog control:

    A. Color Fog
    B. Maximum Saturation Distance.

13. Use, FLI, FLC, and FLX animations as animated image map textures or backgrounds.

14. New Image Mapping texture controls:

    A. Turbulence
    B. Tiling
    C. Mask.

15. Color Spline textures- Allows an infinite variety of user defined textures.

    A. Color spline textures may have, Transparency, Specular reflection and Specular Coefficient setting.

    B. Layer of a color spline:

       1. Bozo
       2. Gradient
       3. Agate
       4. Granite
       5. Marble
       6. Wood.

16. OVER 60 Color Spline textures included.

17. Surface (bump) Textures - ripple wave, bump, eroded and image(surface) texture maps.

Plus much more.

Include the special powers of Chronos-3D Keyframe animator for full animation creation.

1. Object Morphs.
2. Cycle 3D objects.
3. Coping and Pasting frames/time lines for each object(s).
4. Coping and Pasting motion.
5. View Multiple Timelines.
6. Key frame Independence.

A. Each object has its own time line etc.

7. Other Features:

A. Tripod settings
B. Clipboard settings,
C. Tracing objects settings.
D. etc.....

For more information please contact:

Lexicor Software Corp.
1726 Francisco St.
Berkeley, CA 94703
Phone 510-848-7621

[Editor's note:] Please refer to new Lexicor distribution "outlet" in the announcement preceding this upgrade information.

> From the Onlines! STR InfoFiles! - Interesting Tidbits Online!
"""""""""""""""""""""""""""""""""""

-/- CompuServe Expands Internet Link -/-

CompuServe subscribers now can access Internet's USENET newsgroups, which feature international discussions on thousands of topics. Users can participate through either ASCII menus or the CompuServe Information Manager graphical user interface.

Newsgroup topics on Internet range from applied research and academic subjects (such as quantum physics, weather forecasting and astronomy) to social, recreational and entertainment areas (such as gardening, music and current events).

For details on the newsgroups connection, enter GO INTERNET.
"To help smooth the transition of CompuServe members into the established USENET community," says a statement from the service's Columbus, Ohio, headquarters, "CompuServe has taken the time to educate its members on 'netiquette,' the expectations of conduct and behavior among users of the Internet. CompuServe's USENET service design helps avoid most common 'netiquette faux-pas' and an Internet Forum (GO INETFORUM) on CompuServe is available for members to ask questions about the newsgroups and other Internet-related issues."

CompuServe says the link to the USENET groups has been under test since early this summer.

Says Charla Beaverson, CompuServe's Internet product manager, "We want participants in the USENET newsgroups to welcome our members as a positive addition to their online community. CompuServe has taken the time to help members become aware of the expectations and accepted etiquette within the newsgroups so that they can best benefit from this vast information resource."

CompuServe officials say more Internet services, including remote log-in to Internet hosts and file transfer from archive sites, will be added later this year.

-/- What? SyQuest Worried -/-

Has Syquest Gone "MAD"??

Celebrity endorsements took an odd turn today as removable disk drive maker SyQuest Technology Inc. licensed Mad Magazine's image of Alfred E. Newman for computer ads that read, "Some people still don't appreciate the value of backing up with a SyQuest."

"We chose the Alfred character because he's a cultural icon that represents the epitome of 'ignorant bliss,'" said SyQuest Vice President Ronald Brown. "When you put his face in an ad, it not only grabs you but it also brings back a lot of great memories from your childhood. He's universal in his charm.

"Additionally, with the line 'What -- Me Worry?' and his reputation for being overly optimistic, Alfred is the perfect tie to the dangers of not backing up data," added Brown.

San Jose, Calif., ad agency Pagliaro/Kuhlman created the ads to run in magazines like PC Magazine, PC Week, PC World, Windows Magazine and Computer Reseller News the next few months.

JAGUAR SECTION

> From the Editor's Controller - "Playin' it like it is!"

Wow, what a difference a week makes! Although id's Wolf 3D is still getting all kinds of praise, Telegames' Brutal Sports Football is getting mixed reactions. I don't know whether or not this is due to the fact that BSF is still in short supply at present and there hasn't been an overwhelming discussion about this latest Jaguar offering. I haven't seen this game yet or I may be able to offer some insight. I've heard everything from "overpriced" to "released too soon" and "lotsa fun" to "watch the heads roll!" and more.

It sounds like BSF is not a "system seller". No one expected it to be one. It's the first third party game to be released, not that that's an excuse of any kind. Developers are still learning to write for the Jaguar. It really irks me to see comments such as "this game doesn't show off the full 64-bit power of the Jaguar" or "they could have done 'this' to make it better" and other comments. These are user comments. Would any of us really KNOW "64-bit" power when we see it? I certainly have no idea what to expect! As to the "better" comment, hindsight is terrific, isn't it? EVERY game can be better - even those that we consider the best available. You can always add/improve

graphics and sounds. You can always add levels to a game, more puzzles, and more detail. When do you decide to stop, and release the game? On the one hand, people are clamoring for more games; while on the other I see people semi-trashing a game because they think it was rushed. It may have been - we don't know that. People are enjoying it and having fun and relating that info. Every game will have different reactions from different people. We see things differently and we react to certain types of games differently. What you might consider to be "top of the line" I might consider to be boring.

I think a lot of this is due to the users' patience wearing thin. This is very understandable, We all want to see more games coming out for the Jaguar. We want to see them now. We want to see them, partially because of the hype generated from the SCES, the videos, the mini-reviews, and other factors. We also want to see them because we know the potential enjoyment we'll have with more and more games and we can't stand waiting. I can't argue with that. I agree with most of it. Atari knows it also. ...off the soap box....

Next week's Connecticut show promises to include a lot of Jaguar fun and information. We hope to see the completed version of ICD's CatBox at the show, and also to obtain a review unit. There are also rumors of other new items being shown. We'll have to wait and see. Look for an in-depth show report (or two!) in two weeks. Perhaps we'll have some new game news!

Reminder: The STReport Jaguar Photo Contest is still on!! The response so far has been, shall we say, dismal. If you think your ideas may be foolish, send in the photo anyway. Show your enthusiasm for the Jaguar and show us how you'd show it off, or your favorite game. The contest ends in exactly one month, so get those entries in soon!

Until next time...

> Jaguar Catalog STR InfoFile - What's currently available, what's coming out.
""""""""""""""""""""""""""""

Current Available Titles ~~~~~~

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
J9000	Cybermorph	$59.99	Atari Corp.
J9006	Evolution:Dino Dudes	$49.99	Atari Corp.
J9005	Raiden	$49.99	FABTEK, Inc/Atari Corp.
J9001	Trevor McFur/ Crescent Galaxy	$49.99	Atari Corp.
J9010	Tempest 2000	$59.95	Llamasoft/Atari Corp.
J9028	Wolfenstein 3D	$69.95	id/Atari Corp.
JA100	Brutal Sports FtBall	$69.95	Telegames

Available Soon ~~~~~~

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
	CatBox	$49.95	ICD

	CatBox +	$69.95	ICD
J9008	Alien vs. Predator	$69.99	Atari Corp.

Hardware and Peripherals ~~~~~~

CAT #	TITLE	MSRP	MANUFACTURER
J8001	Jaguar (complete)	$249.99	Atari Corp.
J8904	Composite Cable	$19.95	
J8901	Controller/Joypad	$24.95	Atari Corp.
J8905	S-Video Cable	$19.95	

> Jaguar Developers STR InfoFile - Current Developer Lists & Titles
""""""""""""""""""""""""""""""

-/- CES KIOSK KAPTURES... -/-

Atari Corporation's booth at the summer CES '94 in Chicago opened a lot of eyes... particularly those who were eager to see what Atari has been up to. For those who attended the show and even those who has seen the show through the lens of a video camera, the chatter continues to echo over the electronic wires such as E-Mail, forums, BBSs as well as _simple_ word of mouth... "WOW!"

The stars of the show were Iron Soldier and Rayman. Rally came in as a surprise hit. Kasumi Ninja and Ultra Vortex captured the hearts those who love morbidly graphic fighting games. Most everyone I spoke to didn't see anything they didn't like and _almost_ everyone instantly forgave Atari for underestimating some of the original completion times when they saw "for real" what level of work was going into the games.

Other stars shown brightly at Atari's booth as well, such as Atari's announcement of the CD-ROM and its availability for $199.95 in the fourth quarter of '94. The networking announcements and the voice/modem releases charmed everyone who stopped by and who likes the concept of making sophisticated games really multi-player once again.

For those who were not able to visit the summer CES or obtain one of the several videos, I have taken the trouble to have many of the game descriptions that were displayed on the Jaguar kiosks captured in an ASCII file and you will find it below (thanks to Barbara Benson for her help typing all these in for me). The kiosks all have special places on them where special cards may be inserted to describe particular features of the game being demonstrated. The text below was taken from those cards.

Please note that many of these descriptions were originally written before the completion of the games. In all cases, except relating to already released products, the features are subject to enhancement and modification. These are NOT

intended to represent the complete assortment of games shown at CES or a complete list of what is in development. It is supplied for your general interest only.

I have treasured my privilege to be standing on the side of the wall where some of the Jaguar development is going on. Although many of us on the inside are often sheltered from many of the secrets, I can share with confidence that Jaguar owners will NOT be disappointed with their Jaguar purchase. I know people have been very patient with us. It is for that reason I want to do what we can to make certain everyone has as much information as I can appropriately share. Naturally, tradenames referenced by this text are trademarks or registered trademarks of their owning companies.

--Don Thomas
  Atari Corporation

==========
ALIEN vs PREDATOR / Atari
Hunting Season is Open!

Choose your weapon and brawl with the notorious warriors of the big screen! Commission the Colonial Marine and use your weapons and your wits to destroy the base--and survive. Be an Alien and use your voracious instincts to defend the hive and rescue your Queen. Or play Predator and use your grisly arsenal to acquire the ultimate trophy: the skull of the Alien Queen...

* Fight as the Alien, Predator or the Colonial Marine
* Miles of texture-mapped 3D corridors to explore and conquer
* Stop-motion animation gives each character smooth, realistic movements
* Digitized sound effects from the 20th Century Fox films brings all of the graphic horror to life
* Three different theaters of combat: The Marine training base, the Predator ship and the Alien ship

GAME CONTROLS
    A - Open/close doors - Use computer
      - Enter airlocks/airducts
    B - Main attack
    C - Change vision type (Predator only)

JOYPAD
    Up - Forward
    Down - Backward
    Right - Turn Right
    Left - Turn Left

1 thru 5 - Weapon Select
8 - Toggle Map
==========
CHECKERED FLAG / Atari
Final Version Notes

* 10 different tracks to choose from
* Pits with pit crew
* Track specific music
* Sound effects and visual effects for spins and crashes
* Practice, qualifying, single, and tournament race options

GAME CONTROLS
    A - Accelerate
    B - Brake
    C - Cruise Control (Keep button pressed down)

JOYPAD LEFT/RIGHT - Steers Cars

JOYPAD UP/DOWN
    Shifts gears when the manual transmission option is selected

1 thru 6 - Changes viewpoint
and * - Restarts Game

==========

TREVOR McFUR IN THE CRESCENT GALAXY / Atari
Cross the 64-Bit Frontier

"Attention all Circle Reserve units. The Crescent Galaxy has fallen..." Now it’s up to you and your comrade Cutter to return the planet Cosmolite to its citizens. You’ll face killer Starbots, deadly Gundinos and savage Cyber Cherubs--the most formidable opponents this side of the universe. Rapid 3D rendering will make your interplanetary struggle as memorable as any Hollywood space adventure.

* A 64-bit gaming experience like no other
* Liberate the four moons of Cosmolite and face Odd-It
* Call in Cutter, your comrade, for assistance
* Spectacular 3D rendered graphics
* An arsenal including beams, tracers and bolts
* Plow through a netherworld full of beastly enemies
* Fantastic, fearless and downright freaky end-of-level bosses

GAME CONTROLS
    A - Bombs
    B - Fire
    C - Special Weapons

JOYPAD LEFT/RIGHT - Fly left and right

JOYPAD UP/DOWN - Fly up and down

OPTION - Cycle through special weapons

1 thru 9 - Select special weapons
and * - Restarts Game

==========

EVOLUTION: DINO DUDES / Atari
Welcome to pre-history!

As the proud leader of the Dino Dudes, it’s up to you to lead your hairy band of CroMagnons to the top of the food

chain. Discover fire, weapons, The Wheel...battle dinosaurs and rival tribesmen...and do everything you can to survive --so your kids can someday invent cool stuff like malls, video games and of course, the bacon double-cheeseburger.

* Become the dominant species using your wits and your Dudes
* 80 levels of Neanderthal puzzle-adventure
* A cave-load of pre-historic enemies to battle, including dinosaurs and rival tribesmen
* Tons of obstacles to overcome, including cliffs, boulders and famished carnivores
* Master the use of fire, spears, ropes, even powerful witch doctors

GAME CONTROLS
    A - Activate Power Bar
    B - Perform Selected Action
    C - Select Action

JOYPAD LEFT/RIGHT - Walk left and right

JOYPAD UP
    Climb up rope, ladder or stack. If none is available, stack

JOYPAD DOWN
    Climb down rope, ladder or stack. If none, pick up or drop object

1 thru 9 - Select Tribesman
* - Previous Dino Dude
# - Next Dino Dude
# and * - Restarts Game
==========
TEMPEST 2000 / Atari
Feed Your Head To The Web

Unleash your neurotransmitters on four hyperdelic Tempest variations, including the ultra-violent Tempest 2000. Blast Flippers, UFOs, Demon Heads...collect super Power Ups and Bonus Warps...and groove to the hypnotic rhythms of 100% pure techno-rave as enhanced 3D polygons, screaming particle displays and hyperdelic Melt-O-Vision graphics warp you into the 64th dimension.

"Game of the month"
--Die Hard Game Fan (March ’94) and
  Electronic Gaming Monthly (April ’94)

"...In my opinion (Tempest 2000) beats Tetris as the most addictive game ever."
--Glenn Rubenstein, San Francisco Examiner

"It’s engulfing, it’s entertaining and it sounds freakin’ amazing as it rocks and talks... All this is housed in a cartridge."
--Die Hard Game Fan (March ’94)

GAME CONTROLS
    A - Jump
    B - Fire/Enter
    C - SuperZapper

JOYPAD LEFT - Move Blaster clockwise/left

JOYPAD RIGHT - Move Blaster counterclockwise/right

1 thru 9 - Effects Web view
0 - Turns music on or off
and * - Restarts Game
==========
BRUTAL SPORTS FOOTBALL / Telegames

The idea for a Brutal Football League was originated in 2034 when the Universal Football League dwindled due to audience boredom. In addition to its entertainment value, Brutal Football was initially conceived as a crude population control operation.

The first brutal Football matches, played by humans, were extremely popular. However, interest began to die as quickly as the players. This created the need to engineer mutant bi-peds.

* 1-player or 2-player head to head competition
* 16 Brutal mutant teams
* 14 special pick-ups
* League, Knockout, or Unfriendly tournaments.
* You can win a game by outscoring the opposition OR by slaughtering six of their seven players
* Once the game begins--THERE ARE NO RULES!
* During Sudden Death teams must fight to the death
* Heal and train players in the Locker Room
* Save league team information

GAME CONTROLS
    Run over ball to gain possession
    Run over icons to pick up
    Top bar shows player strength
    Lower bar shows team strength

    A - Use selected pick-up icon
    B - Pass ball (if in possession)
        Punch or tackle
    C - Flying catch -- Stomp opponent (if over him)

JOYPAD - Controls selected player

KEYPAD
    1 - Selects defensive information
    2 - Selects normal formation
    3 - Selects aggressive formation
    6 - Scrolls through pick-up icons
==========
WOLFENSTEIN 3D / Atari
Bring Down The Third Reich!

As the legendary William J. "B.J." Blazkowicz, you've been commissioned to rewrite history in a bloody 64-bit war zone filled with enough Nazi scum to keep you trigger-happy for weeks. Annihilate Der Fuehrer's bunker...and waste anyone and anything that gets in your way!

* Graphic 64 bit carnage--Jaguar style!
* Six missions with 30 levels of bullet-riddled mayhem
* Unlimited character movement in a virtual war zone
* Load up on ammo packs, keys, booty and a truly incredible arsenal
* Find and use flame-thrower, chain guns, and rocket launchers
* "Save" feature lets you save your progress after each level

GAME CONTROLS
    A - Run
    B - Fire Weapon
    C - Open/Strafe

JOYPAD LEFT/RIGHT
    Turn left and right
    "Slide" when Strafe (C) is held down

OPTION - Cycles through weapons

1, 2, 3 - Save game in "save slot"
5 - View Automap
0 - Turn music on or off
and * - Restarts Game
==========
IRON SOLDIER / Atari
Look DOWN on your enemy

When you're in control of a weapon that's over forty feet tall, it's hard to decide what to destroy first. Use giant, hand-held assault rifles, oil-drum size hand grenades, rapid firing rockets, and even your own two feet to crush, explode, and shred the enemy. Urban Mech combat as you have never seen it before!

Mega-companies have covered most of the earth's surface with overcrowded, filthy cities. Iron Fist Corporation controls most of the popular work force, using their military might to keep the public in line. You have joined a resistance group that has succeeded in stealing one of Iron Fist's newest weapons-- the Iron Soldier mech, a walking, armored ground weapon designed for urban warfare. Can you and your mech stop the Iron Fist tyrannical army from crushing the will of mankind?

GAME CONTROLS
    A - Stop
    B - Fire Weapon
    C - Look Down

OPTION - Select Weapon

JOYPAD UP/DOWN - Look up and down

JOYPAD LEFT/RIGHT - Look left and right

A + JOYPAD UP - Walk Forward
A + JOYPAD DOWN - Walk Backward
and * - Resets game

==========

CYBERMORPH / Atari
Fly the First Morphing Attack Craft

Pilot the Transmogriffon, a morphing attack craft that changes shape according to its speed and direction. Probe an interplanetary battlefield covering 50 moons...receive information from Skylar, your holographic intelligent agent ...and rescue survivors and supplies housed in pods. It's part sci-fi, part flight simulator and all 64-bit gaming action!

* A new 64-bit dimension in future combat
* Explore boundless interactive landscapes
* Full 360-degree turning range in flight
* Choose from 5 different viewing locations
* Take out enemy bunkers, force fields and radar stations
* Recover hundreds of pods containing weapons, equipment and expertise
* Innovations '94 Software Showcase award winner

GAME CONTROLS
    A - Forward Thrust
    B - Fire Weapon
    C - Brake/Backward Thrust

JOYPAD LEFT/RIGHT - Turn left and right

JOYPAD UP/DOWN - Climb and Dive

OPTION - Cycles through weapons
1, 2, 3 - Fires Super Weapons
4 - Toggles cross-hair
5 thru 9 - Changes view
0 - Turn music on or off
and * - Restarts Game

==========

BUBSY / Imagitec Design, Inc.

The Woolies are back with an insidious plot to warp the values of the world's youth. The first phase of this plot involves distorting the fairy tales of the world. To avoid this "cat"astrophe, Bubsy leaps head first into this brand new adventure. Will Bubsy be able to defeat the Woolies and set the folk tales and fables of the world straight?

Find out in Bubsy's first 64-Bit adventure.

* An all new Jaguar-specific adventure for Bubsy the Bobcat
* 15 levels of excitement in final version
* An all new cast of enemies
* High quality 16-bit graphics
* Music and sound effects from the sound designers of Tempest 2000

GAME CONTROLS

A - Jump & Glide
B - Jump
C - Not used

JOYPAD LEFT/RIGHT - Moves Bubsy left and right

JOYPAD UP - Allows Bubsy to look up

0 - Turns music on or off
and * - Restarts Game

==========

ULTRA VORTEX / Beyond Games

The Ultra Vortex has reopened... the Time of the Testing is once again upon Mankind. Ten eye-popping, bone crunching, warriors of the underground battle it out, in mind-bending arenas carved form the living rock, with one goal in mind: Defeat the dreaded Guardian of the Vortex.

Can you survive? The fate of mankind lies in your hands.

* 10 Unique warriors
* 1 or 2 player nonstop fighting action with computer opponents that learn from your mistakes
* Modern soundtrack of cutting edge music
* "Lock-out" code that allows parents to limit violence within the game

GAME CONTROLS
A - Punch
B - Kick
C - Special Move

KEYPAD - Other special moves

*-0-# - Resets game

==========

CLUB DRIVE / Atari
Own the Fastest Coupe on the Kitchen Floor
...or the Golden Gate!

Sure, you've always wanted to blaze down the streets of San Francisco in a souped-up hot rod, just like those action movies. But have you ever wanted to scramble across the living room floor playing tag in a miniature racing car with a buddy? Or plow through an Old West town in a futuristic speed machine picking up randomly placed energy balls? Strap in and join the 64-bit club!

* Two-player action- from multiple camera angles!
* Full 360 degree movement in all directions- your car can actually jump, spin, and wipe-out!
* Choose from four different wild themes: Jerome's Pad, San Francisco, The Old West and Velocity Park
* Blazing fast 3D polygon action puts you in the drivers seat
* A variety of crazy ramps, slides and other fun obstacles!

GAME CONTROLS

A - Brake
B - Accelerate
C - Reverse

JOYPAD
Up & Left - Turn left slowly
Up & Right - Turn right slowly
Left - Turn left
Right - Turn right
Down & Left - Turn left quickly
Down & Right - Turn right quickly

KEYPAD
1 - Stabilize
7 - Inside car camera
8 - Chase camera
* - Next radio station (Change music)
# - Previous radio station

==========

ZOOL 2 / Gremlin Graphics

Once again, the Nth dimension is under attack from the forces of Krool, and this time it’s worse than ever.

The evil Krool has sent Mental Block to make sure this is one adventure Zool won’t forget. You can choose to play the part of either Zool or his female companion Zooz. who have been entrusted with the restoration of the equilibrium and expulsion of Mental Block and his cronies. Zoon, the intergalactic wonderdog with two heads is on hand to assist you.

Shoot and fight your way through 5 crazy levels including Swan Lake, Snaking Pass, Bulberry Hill, Mount Ices and Tooting Common.

GAME CONTROLS
B - Fire
C - Smart Bomb

1 and 5 - Selects one of the two demo levels (Swan Lake or Mount Ices)
0 - Turns music on and off
* and # - Resets game

==========

RUINER / High Voltage Software

GAME CONTROLS
B - Launches Ball - Press and hold, then release

LEFT FLIPPER - Press joypad

RIGHT FLIPPER - Press "A" button

Completing the word "Ruiner" invokes multi-ball.

and * - Restarts Game

==========

RAYMAN / UB Soft International

Join Kevin, a 10 year old who plunges into "Hereitscool", a fantasy kingdom he has created within the realms of his computer. Once in Hereitscool, Kevin becomes Rayman, a superhero who brings life to everything around him (rocks, trees, insects, flowers...) creating an entire kingdom of friends.

But an evil power has infiltrated Hereitscool and is on a mission to destroy everything. Rayman must use his super-hero powers to save his friends before it’s too late!

* 6 Worlds - 5 levels
* Each level is 40 screens long by 4 screens high, allowing huge capacity for horizontal and vertical scrolling
* 60-frames per second
* 16 million colors
* More than 50 animated enemies
* Rayman has more than 50 animations himself, including walking on his hands, doing a helicopter spin which enables him to fly, and when he gets impatient he dances or sticks his tongue out.

GAME CONTROLS

A - Throw Items - Make a funny Grimace
B - Jump
C - Extended Punch

JOYPAD LEFT/RIGHT - Walk left or right

JOYPAD DOWN - Walk on hands

==========

RAIDEN / Atari

The power of Jaguar, The Excitement of the Arcade

Mother Earth has fallen to deranged aliens. Now, as pilot of the Raiden Supersonic Attack Fighter, you must rip through enemy lines and mount a daring counterattack ...in Raiden, the ultimate arcade game conversion. Jaguar’s Raiden enhances the vertical-shooter excitement of an all-time arcade favorite with brilliant sound and exceptional speed and motion.

* 8 levels of proven arcade action
* Complex parallax scrolling, a searing CD-quality soundtrack, and arcade-fast, arcade-vivid graphics
* Hundreds of enemies to blow into the stratosphere
* Only Jaguar can deliver this level of arcade excitement at home--no other system can compare

GAME CONTROLS

A - Fire
B - Fire
C - Bomb

JOYPAD LEFT/RIGHT - Fly left and right

JOYPAD UP/DOWN - Fly up and down

0 - Toggles music on and off
and * - Restarts Game

==========
DOUBLE DRAGON V / Telegames
THE SHADOW FALLS

* 4 fighting modes: Tournament, vs. Battle, Quest Mode, Battle Demo
* 4 levels of gameplay
* 12 Unique characters
* 10 different battle locations and an overview map showing their position within the game
* Both 1 and 2 player capability
* 4-6 special moves per character
* 15 different music scores in either mono or stereo
* Options screen: Allows players to customize gameplay and controls
* Full character dossiers
* Full character attributes: Allow players to adjust their favorite characters strength and special move capabilities
* Fight and battle stats: Let’s players keep track of each character’s number of wins, losses, draws, bonuses, health and hit percentage, and the time left in each match

GAME CONTROLS
    A - Jab Punch
    B - Strong Punch
    C - Fierce Punch

KEYPAD
    3 - Short kick
    6 - Forward kick
    9 - Roundhouse kick

JOYPAD
    Right - Move right
    Left - Move left
    Up - Jump up
    Up & Left - Jump up and left
    Up & Right - Jump up and right
    Down - Crouch
    Down & Toward opponent - Offensive crouch
    Down & Away from opponent - Defensive crouch or block
==========
KASUMI NINJA / Atari

For countless generations, the island of Kasumi has been a training ground for the greatest ninja warriors. But now, the eldest leader has become possessed by evil spirits and seeks to control the island and its warriors. Only you, a young, talented ninja, can use your powers to transform into history’s greatest warriors. Become them in battle and acquire their fighting skills so you can challenge the possessed warrior in a final battle to determine the fate of Kasumi Island.

* Many different warriors, each with a different fighting style--choose any opponent and any backdrop in any order
* 1 or 2 player martial arts action. Computer-controlled opponents are sensitive to your abilities and adjust to

provide constant challenge
* Many incredible special moves, fatalities, combinations, and weapons.
* Special minor lock-out feature will allow limitation to graphically violent sections of gameplay
* Real time Texture mapped Floors. Floors retain blood during the fight
* Photo Realistic Parallax Backgrounds
* As the player defeats his opponents, he will gain the ability to transform into them, and use their special powers. As the opponents are defeated, the player will gain items that will help him through the labyrinth to reach Lord Gyaku
* The game is currently running at 30 frames per second
* 3-D Selection screens and Labyrinth section. The 3-D section is a maze that the player must venture through to reach the final confrontation with the Evil Lord Gyaku.
* The game currently contains, and will contain more digitized voices and sound effects
* There will be many hidden characters
* Final version will have a hidden TURBO mode

GAME CONTROLS

```
    A - Punch
    B - Kick - Strength of hit is dependent upon how long
               the key is held
    B + AWAY - Throw
    C - Special Move - The C button in conjunction with *
                       will perform a pick-up or catch
    C + Toward - Will perform a throw if a weapon is
                 available
JOYPAD LEFT/RIGHT - Move left and right

0 - Music off or on
# and * - Restarts game
```

==========

> Jaguar Cheats, & Hints STR InfoFile - Solving Those Riddles!
"""""""""""""""""""""""""""""""""""""

Okay, as promised, here are some tips for Wolfenstein 3D! The most common complaint that we've seen online about this game is the inability to locate all of the secret doors & passages; or even of knowing if they've all been found! Well, we won't tell you where they each are (unless specifically asked!), but we will tell you how many are on each floor. We'll also tell you which floors contain the secret passages which will lead to hidden floors. If you don't want to know, please skip down quickly!!

```
Level 1 - Floor 1 - 6
          Floor 2 - 6
          Floor 3 - 1 (Boss floor!)

Level 2 - Floor 1 - 5
          Floor 2 - 1
          Floor 3 - 4
```

```
          Floor 4 - 3 (Boss floor!)

Level 3 - Floor 1 - 5 (One passage leads to Bonus elevator/floor!)
          Floor 2 - 12
          Floor 3 - 7
          Floor 4 - 6 (Boss floor!)
          Floor 5 - 4 (Bonus floor)

Level 4 - Floor 1 - 5
          Floor 2 - 9
          Floor 3 - 9
          Floor 4 - 2
          Floor 5 - 5 (Boss Floor!)

Level 5 - Floor 1 - 2
          Floor 2 - 2
          Floor 3 - 3
          Floor 4 - 3
          Floor 5 - 2
          Floor 6 - 5 (Boss floor!)

Level 6 - Floor 1 - 5
          Floor 2 - 6
          Floor 3 - 5  (One passage leads to a Bonus elevator/floor!)
          Floor 4 - 13
          Floor 5 - 3
          Floor 6 - 3 (Boss Floor!)
          Floor 7 - 6 (Bonus floor)
```

Good luck!! They're not all easy to find, so search carefully!! Many of these hidden doors & passageways contain vital items (weapons, first-aid kits, ammo, food, and 200-health points!).

> Jaguar Online STR InfoFile Online Users Growl & Purr!
  """"""""""""""""""""""""""""

-/- Wolf 3D A Hit With Local Video Game Club! -/-

(Courtesy of Compuserve's ATARIGAMING Forum)

Fm: David L. Gillie 75230,3531
To: ALL

As a partner in a Video Game Club with over 8,000 members and 800 games on ALL the systems, I thought I should pass on to you all the customer reaction to the latest Jaguar game:

It has been the number one played game for the whole week, AND BY FAR! Customers paying by the hour will actually spend most of their hour just watching others play Wolf3D on its 45 inch TV, if it's not free! (we've two Jags but unfortunately only 1 Wolf).

EAGERLY awaiting the more and better games to come, DaveG

> ONLINE WEEKLY STReport OnLine The wires are a hummin'!

PEOPLE... ARE TALKING

On CompuServe
compiled by
Joe Mirando

Hidi Ho friends and neighbors. Well, for once it's a beautiful day in the neighborhood. The fine folks at Gribnif Software have just released a demo version of NeoDesk4. I know that it's not going to be an everyday occurrence, but it's good to see such a major upgrade for a product for the ST (and TT and Falcon). From what I've seen so far, this is more of a total rework than an upgrade, and worthy of the Gribnif name. Check out the demo.

Well, let's get on with the reason for this column... all the great news, hints and tips available every week here on CompuServe. Let's get to it...

From the Atari Computing Forums

Luo Trapani talks about a phone call that Marty Hall made recently to our favorite corporate entity in Sunnyvale:

> "Having to go through FIVE people at Atari before you could find anyone that knew what an Atari ST computer is, IS OUTRAGEOUS! Pretty sad too. Not to mention poor business and customer relations."

Marty tells Lou:

> "Unfortunatly, although somewhat Pi***d, I was not surprised.That just seems to be the way things are going at Atari.
>
> I never really thought I'd by an IBM or clone but now looking at all of um and Gemulator. My beloved Atari is a dead end road. A grand and glorious road, but a dead end none the less....."

Ethan Mings jumps in and tells Marty:

> "Right on! The Atari computer is really example of road kill. In life, if you choose to stand in the middle of a busy road, you will get hit. If the first car doesn't do you in, the second and third car will. By the end of the process, a shovell will be all that is required to scoop you up and put you away.

Having said that, here is the point. Windows for a dos machine is a really clumsy switch after using an Atari. But, at least you can find service people, updated software and software companies who stick with their products. If you look at the atari, you can't get the hardware, software or some level of committement tothe software.

Atari stood in the road of life instead of getting onto the highway. As a result of standing, they took the first hit when they choose to discontinue making and supporting their machines. The fatal blow came when the commercial software makers stopped making software for the atari (Wordperfect, LDW Power etc). The overkill (the car running over an all ready dead animal) came when the shareware authors stopped writing for the atari. Look at the number of uploads in this form compared to the zenith forum.

In my opinion, enjoy your atari. But when it dies, don't waste your money or your time trying to save it. Let it die a peaceful death. After all, atari killed [itself] nice and slow, don't add to the pain!"

Mike Mortilla tells Ethan:

"I somehow feel that the public is being led by the corporations here. Your comparison to road kill is coloful but it is full of generalizations, and *ALL* generalizations are dangerous (including this one.)

I rather look at my atari systems like I look at my old piano. It's a 5' 4" Mason & Hamlin. You can get some basic parts for it, but the big piano supply houses don't stock some of the parts any more.

But what do I need it to do? Sure, a nice new Steinway or Yamaha might play smoother and play louder, but my old M & H still plays pretty good and I can compose just as well (if not better) on it as on a spankin' new one.

What do I need my computer to do? Telecommunications? DTP? WP? MIDI? My ST systems do all these tasks well and while i takes an 8 mhz system longer than a 100 mhz system to do similar tasks, it takes my 8 mhz system far less time to do it than the people I might pay to do the same work; I can control to output; not have to pay "a pro" to do the job; and get professional results.

My studio basically does it's own DTP and WP and does some small jobs for certain clients. The large volume of our work is MIDI sequencing (which the st does quite well.) So what do I need a new computer for?

In the years I've had my st systems, I have *NEVER* had to send it out for repair. It does what I need it to and there are still lots of programs out there I haven't tried. I just rdered over $500 worth of stuff for it yesterday! An SM 147, Megapaint, Atariworks, Speedo, Scanlite... That'll keep me busy for a while. But as others move to a new platform, I'll keep my eye on those old Atari "clunkers." And as my competition goes to the "newer" stuff, I can still hear them "ooo" and "ahhh." Not at my computer, but at my career progress. Since before the personal computing era, I have made the bestof the tools at hand. If a truely innovative tool comes within my reach I'll grab it, but I don't see the new breeds of computers being all that different, essentially, from my ST. Faster? Yes! "Cooler?" Well, that's what the ad says... But

"better?" No for my purposes.

Most of what I read in these messages and hear from others about jumping platforms, etc. amounts to either an attempt to "keep up" with the Jonses' or a compulsion from childhood to have only the best toys. I care nothing for toys any more (except maybe my telescope) and care NOTHING about what my neighbors have and don't have. All I really care about is keeping productive and humanity (not necesarily in that order.) The new toys look and sound great, but I'll hang on to my old ST and M & H piano.

OK, I lied, I *DID* buy a new bright blue Ford Ranger XLT Supercab with a Snugtop camper shell when I turned 40 last March. But it's really only 1/2 a toy! I do use it for work and transportation sometimes. And I felt no ill feelings about having my 1979 Datsun wagon crushed in one of the old car crushers. After all, we *DO* have to move forward, you know."

Our own Atari Section Editor, Dana Jacobson, tells Mike:

"Well said. You summed up what most current Atari users feel. I agee. As long as my machines can do what I want them to do, and well, I see no reason why I should dump it all for the lastest "new-fangled" machine. This reasoning applies to Atari machines as well - still plugging away on my Mega and 520 STs!!"

Last week, Jody Golick asked for help in finding a good text editor for a DOS machine. This week Craig Harvey of Clear Thinking (the EDHACK folks) tells Jody:

"For a great text editor on the pc I use Vedit Plus, from Greenview Data (313)996-1299. In many ways it is much more powerful than EdHak -- multiple windows, super search/replace options, etc. It even handles binary files and has a split hex display mode. The only things I can think of that it doesn't do that EdHak does is edit disk sectors and RAM (and do "kwiksends"). And this recommendation comes from the author of EdHak."

Now that's what I call a recommendation! On the subject of "platform hopping", Sidney Ripkowski posts:

"The more I look into Apple, the more I get interested. It appears they have really got their ___ together now. A could be bad note: Microshaft is beta-ing Visual C++ 2.0 on the Power PC as we speak - all that cross platform development stuff... OTH, maybe it will be a decent product - it is for the PC...

Gee, just as I was saving, Windoze gave me a SYSTEM ERROR: Cannot write to drive C. You gotta love it. It dont recover!!!!!!!!!!!!!!!!!!!!!!!!!! Can you say "cold-boot"?"

Jon Sanford tells Sidney:

"I am discovering that a Mac & Atari make good companions. I don't have to buy redundant software. My Mac friends don't understand why Im not interested in DTP or Telecom Prgs. and all the stuff I already have on the Atari. It has been a year since I got the Power Book. Finally Just getting around in the Apple system is becoming more natural. Besides the 'insanely great' stuff there is also some 'just insane or inane' stuff. IMHO.

The most difficult stuff about general Apple users is their denial that a lot of other systems are just as good or better for some purposes. A kind of cultural isolation & chauvinism. The Mac User Group here is very active even though only 6 mo. old we just signed up 100th member.

As to Cross platform development... QKS SmalltlakAgents while now only on the Mac is expected to be also on Windoze, Unix.... realsoon now. I personally am getting cold feet about developing for Apple. I am gessing that it will take thousands of dollers & 2 or more years to get close to proficency.

The rumor is that Apple has deliberaty stalled development tools for the Power PC because the need to slow the demand to = the supply.

For a while there will be some tremendos burgans in the 680XX stuff."

Adam Freemer posts:

"I just wanted to tell you what the computer store told me about selecting a Mac. I was told that a PowerMac won't run all of the software I need for engineering at school and that a performa 630 which doesnt have a co-processor and can't have one put in it, will run the software I might use. So basically the slower machine will work but apple is canning it in a year and supposely converting all there computers to "power" Macs! I don't know what to do. I was thinking of just buying a new printer, (Im still using a 9 pin Star from 1983) that will work on possibly a future IBM system. My star in the 11 years I've owned it has never, ever broken down! It still works perfect to this day but I think I'm overdue for an upgrade. I also want to upgrade my wordprocessor. Does anyone, or can anyone recommend a low cost laser, say around $600 that will work well with the ST but also with the IBM platform? Possibly a HP or something? Also, has anyone here used Publisher ST? I've been using Word Writer ST for so long now, that I thought Publisher would b a good upgrade. Or does anyoene recommend Calamus or something else? I'm just using it for printing up Papers and articles for college, but I've never used anything besides Word Writer."

Curt Fluegel tells Adam:

"You might want to look at a Quadra 610 or 650. They are powerful and easily upgraded to the powerpc at anytime.."

Adam Freemer asks for information:

"I'm a 9 year ST veteran like many of you out there. Let me ask a question to all of you other veterans. Im a college student who might be forced into buying a MAC. I tried one out and was kind of scared. It made me feel like an idiot! I guess I'm too spoiled by my trusty ST! I mean, I am so used to just flipping a swith and having my correct application just boot up. I don't know. I need a new computer, I think, but these Macs just don't seem to be as friendly as the ST's. And the software costs a fortune. I've been using Word Writer ST for 8 years now and love it! I asked the Mac guy for a good DTP program and he recommended pagemaker. I asked how much it is. $80? $150? Then he slams me over the head with $600!! Im thinkin' uh does this come with some hardware I don't know about. I thought my Word Write was expensive at $80!! Gee. I guess there will never be another ST. Anyway, anyone

here have any advice on Mac stuff? I was considering a performa 630 or a PowerMac 7100. Any help would be greatly appreciated."

Dan Danilowicz tells Adam:

"My wife uses and is very happy with her Performa 475. I've spent a lot of time on it myself, and while I like a lot of the things that it can do, I do prefer my ST for what I need. About Pagemaker (or is that PageMaker, or Page Maker or PaGeMaKeR) it's a high-end desk top publishing program, perhaps a bit of overkill for word processing. Go smack that salesman upside the haid for trying to tell you it's what you need."

Sysop Bob Retelle tells Adam:

"Unless you're intending to do high-powered, "professional level" page layouts, software like PageMaker is unnecessary.

Like any other system, there are "high end" and "low end" versions of most applications available. You only need to spend the big bucks if you need the functionality of the more expensive products.

Spend a little time in the Mac Forums here on CompuServe and ask other members what they use.. you may be surprised at the high level of quality of the Mac Shareware products available right here in the libraries.

The Mac is "different" from the Atari, but not radically so.. if you're comfortable with the ST desktop, you'll get used to the Mac soon enough."

Well folks, unfortunately I've got to call it quits for now. It's been a long week and today was the worst yet. Make sure that you check out the NeoDesk4 demo! This is a top notch piece of work.

Tune in again next time, same time, same station, and be ready to listen to what they are saying when...

PEOPLE ARE TALKING

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